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CINEPERC

Welcome to CinePerc!

Cinesamples is proud to present CinePerc, our comprehensive percussion library. All of these instruments were recorded in excruciating detail at the SONY Scoring Stage in Los Angeles, and mixed by master engineer Dennis Sands.

CinePerc brings you many different kinds of percussion, from the standard bread and butter instruments of the orchestral percussion section to ethnic instruments toys and other knick-knacks. CinePerc also includes enormous-sounding single and ensemble percussion patches to give your cues that punch they need. Trailer music composers will find themselves reaching for these patches first to get that larger-than-life sound. Also included are the LEGACY Patches from CinePerc CORE, EPIC, PRO, and AUX.

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What's new in CinePerc v1.2

Ensemble Patch - The brand new "CinePerc Orchestral Percussion Ensemble" patch is comprised largely of instruments from the '01 ORCHESTRAL' folder, giving the user a complete orchestral percussion pallet underneath their fingers. Intuitively mapped, this patch makes creating orchestral percussion mockups easy quick. Detailed mapping info can be found below.



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What's new in CinePerc v1.2 (cont'd)

Re-mapping - The entire line of CinePerc instruments have been remapped in order to create a consistent and intuitive layout for the user. Non-chromatic instruments have now been centered around middle C on the keyboard, so the user knows instantly where to begin upon loading a new instrument and playing. Other small tweaks have also been added for ease of use, such as several instruments being split out to their own patch for clarity sake (for instance different mallet types, different snare drums, etc., now each have their own patch).

Merging prior libraries - CinePerc as a whole is now represented by one library, rather than four (Core, Pro, Aux, Epic). All instruments are clearly organized into a new folder structure which helps the user instantly identify which type of sound they are looking for (for instance Metals, Melodic, Ethnic, etc.). The original instruments have also been preserved in their own folder labeled '08 LEGACY'

TABLE OF CONTENTS

p.01 Introduction
p.02 Whats New in v1.2
p.03 Whats New in v1.2 Cont
p.05 Sony and Dennis Sands
p.06 Technical Specifications
p.07 The Interface
 p.08 Mixer Tab
 p.09 Mapping Tab
 p.10 Settings Tab
p.11 Keyboard Layouts

ORCESTRAL PERCUSSION

p.12 CinePerc Orchestral Percussion Ensemble
p.13 Timpani - Soft/Medium/Hard Mallets
p.14 Timpani Cresc - Soft/Medium/Hard Mallets
p.15 Timpani FX
p.16 Bass Drum 1 - 28in
p.17 Bass Drum 2 - 36in
p.18 Snare Concert
p.19 Snare Military
p.20 Snare Piccolo
p.21 Snare Tenor
p.22 Snare Popcorn
p.23 Concert Toms
p.24 Concert Toms - Hits Only
p.25 Suspended Cymbals
p.26 Gongs + Tam Tam
p.27 Piatti Crash Cymbals
p.28 Orchestral Shakers

MELODIC

p.29 Xylophone
p.30 Glockenspiel
p.31 Marimba
p.32 Crotales - Mallets
p.33 Crotales - Bowed
p.34 Vibraphone - Motor Off
p.35 Vibraphone - Motor On
p.36 Vibraphone - Bowed
p.37 Glass Marimba
p.38 Tubular Bells
p.39 Low Chimes
p.40 Celeste

WOODS

p.41 Wood Blocks
p.42 Temple Blocks
p.43 Claves
p.44 Castanets
p.45 Guiro
p.46 Slapstick
p.47 Puili Sticks - Single

p.48 Puili Sticks - Group
p.49 Tickies
p.50 Anklungs
p.51 Apple Box
p.52 Hot Rods
p.53 Log Drum

METALS

p.54 Triangles
p.55 Mark Tree
p.56 Bell Tree
p.57 Sleigh Bells
p.58 Tambourines
p.59 Ensemble Crashes
p.60 Ensemble Metal Hits
p.61 Single Metal Hits
p.62 Chain Hits
p.63 Cricket
p.64 Windchimes
p.65 Finger Cymbals
p.66 Circular Bells
p.67 Suspended Cymbals - Scrapes
p.68 Suspended Cymbals - Bowed
p.69 Gongs + Tam Tam - Bowed and Scraped

ETHNIC

p.70 Bongos
p.71 Congas
p.73 Doumbek + Darabuka
p.73 Bodhran
p.74 Fame Drums
p.75 Daff
p.76 Cajon
p.77 Timbales
p.78 Talking Drum
p.79 Udu
p.80 Whale Drum
p.81 Tongue Drum
p.82 Ocean Drum
p.83 Rain Sticks
p.84 Tambourika
p.85 Bamboo Shaker
p.86 Plastic Pear + Turtle Shell Shkers
p.87 Cabasa
p.88 African Pod Shaker
p.89 Shakere
p.90 Jaw Bone
p.91 Small Metal Shaker
p.92 Vented Steel Orb Shaker
p.93 Ankle + Seed Rattle Shakers
p.94 Ganziro Shaker
p.95 Metal Shaker
p.96 Meinl Shaker
p.97 Agogo

p.98 Metal Bar Shaker
p.99 Monkey Stick
p.100 Asian Wooden Chimes
p.101 Small Flower Charm Chimes
p.102 Fish Bell Chimes
p.103 Samba Whistles
p.104 Cuica

BIG PERCUSSION

p.105 Drum Kit - Full 88 Key Mapping
p.106 Drum Kit - General MIDI Mapping
p.107 Drum Kit - Combos + Fills
p.108 Ensemble - Full
p.109 Ensemble - Mids + Highs
p.110 Ensemble - Mahler Hammers
p.111 Stomps
p.112 Taikos
p.113 Surdos
p.114 Roto Toms
p.115 Roto Toms - Hits Only
p.116 Octobans
p.117 Shime Daiko
p.118 Djembe
p.119 Gong Drum
p.120 Djun Djun
p.121 Oil Drum
p.122 Monster Low Hits
p.123 Monster Low Swooshes

TOYS AND MORE

p.124 Ratchet
p.125 Vibraslap
p.126 Sand Blocks
p.127 Waterphone - Dry
p.128 Waterphone - Water
p.129 Flexatone
p.130 Whistles
p.131 Typewriter
p.132 Keyboard + Mouse
p.133 Spring Drum
p.134 Lions Roar
p.135 Car Horn
p.136 Ensemble - Claps + Snaps
p.137 Bottle Caps + Lids
p.138 Washboard
p.139 Tines
p.140 Water Jugs
p.141 Prepared Piano + Bucket
p.142 Hammer Bolts + Nails
p.143 Buckets
p.144 Water Jars
p.145 Flower Pots
p.146-153 Master Articulation List
p.154 Credits

DENNIS SANDS

Keeping the trend we started with CineBrass, Dennis once again lent his legendary talent to this project. Dennis is one of the most sought-after mixers in Hollywood. His credit list is a sight to behold, and includes some of our favorite scores (Back to the Future, The Avengers, Captain America, Shawshank Redemption, American Beauty). As usual, it was an honor to work with him. His contribution to CineWinds is a crucial ingredient that gives the library its trademark Hollywood sound.



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THE SONY PICTURES SCORING STAGE

The Sony Pictures Scoring Stage is the largest motion picture scoring venue in the world. The main scoring area has remained unchanged since the 1930s to preserve its unmatched acoustics and unique ambiance. It measures 93' wide by 67' long by 34' high. One of the first scores recorded there was the ***Wizard of Oz*** (Herbert Stothart). Its success allowed the stage to become primarily dedicated to the art of the film score. John Williams has used the stage on many occasions for scores such as ***ET***, ***Schindler's List***, ***War Horse***, and ***The Adventures of Tin-Tin***. Other scores recently recorded there include ***Toy Story 3*** (Randy Newman), ***Spider-Man*** (Danny Elfman), ***Alice in Wonderland*** (Danny Elfman), ***Transformers: Dark of the Moon*** (Steve Jablonsky), ***Wall-E*** (Thomas Newman), ***The Amazing Spider-Man*** (James Horner) and ***Star Trek*** (Michael Giacchino).



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Technical Specifications

- All versions of Kontakt v5.3.1 and above Native 64-bit support for stand-alone and plug-in
- Versions on both Mac & PC
- CineWinds is compatible with all major DAWs and with music notation software, using the Kontakt Engine.

Minimum System Requirements

- PC: Vista® / Windows 7® (32/64 Bit), Intel® Core Duo 2 GHZ or AMD Athlon 64, 4 GB RAM
- Mac: OS X 10.7 or higher, Intel® Core Duo 2 GHz, 4 GB RAM
- It is recommended to have at least 2GB of FREE RAM available
- Minimum of 100GB of free hard drive space
- Any Compliant ASIO™ or Core Audio™ compliant device

CinePerc is revolutionary in its scope and sound quality. The library was designed by composers, for composers, with direct feedback from the film music community during its development. The result is a library that is easy to use, composer-friendly, and is professionally mixed right out of the box.

THE INTERFACE

The **MIXER** tab will open by default when you load your first patch. The number of faders you'll see depends on the patch, but all patches contain a similar set of mic channels to help you dial in the perfect mix for the job.

The Mix presets are there to give you quick and diverse options for the sound of the instrument, and will save you a ton of time if you are mixing on a deadline. If you do have time to tweak, feel free to enter the Custom Mix preset and create your own settings. Use the on/off switch and mute buttons on each fader to enable/disable those channels. Keep in mind that this will affect your RAM usage. Also note that the Full Mix and Quad Mix were created using the other available mics and outboard processing, so if you try to mix channels together that share audio material, conflicting channels will automatically mute to avoid phasing. You can also click "output" at the bottom of each fader to route channels to different Kontakt outputs should you desire.

Also note the send and pan knobs. The send knob will allow you to send different amounts of signal per channel to the patch's reverb, which is controlled on the Settings page.



The **MAPPING** tab will often have parameters that allow you to switch mallet type, playing style, and other performance variables on the fly. We retained the mapping tab for every patch in case we want to add content in the future, but many patches don't utilize it. In those cases the slots on that particular tab may be empty.

Be sure to check this tab for every instrument so you are aware of its capabilities. In most cases you can customize different articulations and playing methods so that they are controllable in a way that suits your workflow. Use the Custom Map to make your own presets.

Note that CC#100 and 101 are used internally to control attack and release, so you shouldn't use those controller numbers on these patches as it can cause problems with the way the patches behave.



The **SETTINGS** tab provides you with even more control over the behavior of the instrument. The first thing you will notice in the top left section is the Reverb control. Here you can turn the reverb on, set the overall amount, and choose your preset by clicking the Preset button. This convolution reverb uses impulse responses from the amazing-sounding Bricasti M7 reverb. Note that the send knobs on the mixer page are sending signal to this reverb control.

Next to this you'll see a switch called L/R swap. This exchanges the left and right channels. You might want to do this on the Drum Set and mallets for example, to choose whether the listener should hear from the conductors perspective or the more traditional drummer's perspective.



Beneath the Reverb controls is a dynamics fader that will allow you to compress the dynamic range of the instrument. For example, if you are controlling dynamics with the mod wheel, this slider will allow you to “zoom in” on a specific dynamic range and have the sound of the instrument affected less by extreme changes in the mod wheel's position.

Across the bottom of the Settings tab, you will see more sample controls. When set to Random, the Round Robin switch will randomly cycle through different samples to prevent the dreaded “machine-gun effect.” When set to Cycle, the engine will just cycle through the round robin samples in the same order every time. The RR reset, when set to ON, will reset the order of the round robin cycling after you have stopped hitting any midi keys. The RR reset knob controls how long it will take to reset. Pushing/sliding it all the way down will make it reset in 1 second, and pushing/sliding it all the way up will cause it to reset in 10 seconds. This enables you to control, down to the sample, exactly how the patch will behave each time your track is played.

Turning on the Sample Start control will let you use the knob to advance the sample start position. This will make the attack of the note sound less realistic, but can lead to increased tightness and responsiveness from the instrument.

The Attack and Release knobs are linked to a traditional ADSR. Turn the attack up for a longer, smoother attack, and turn the release up to hear more of the instrument’s ring out.

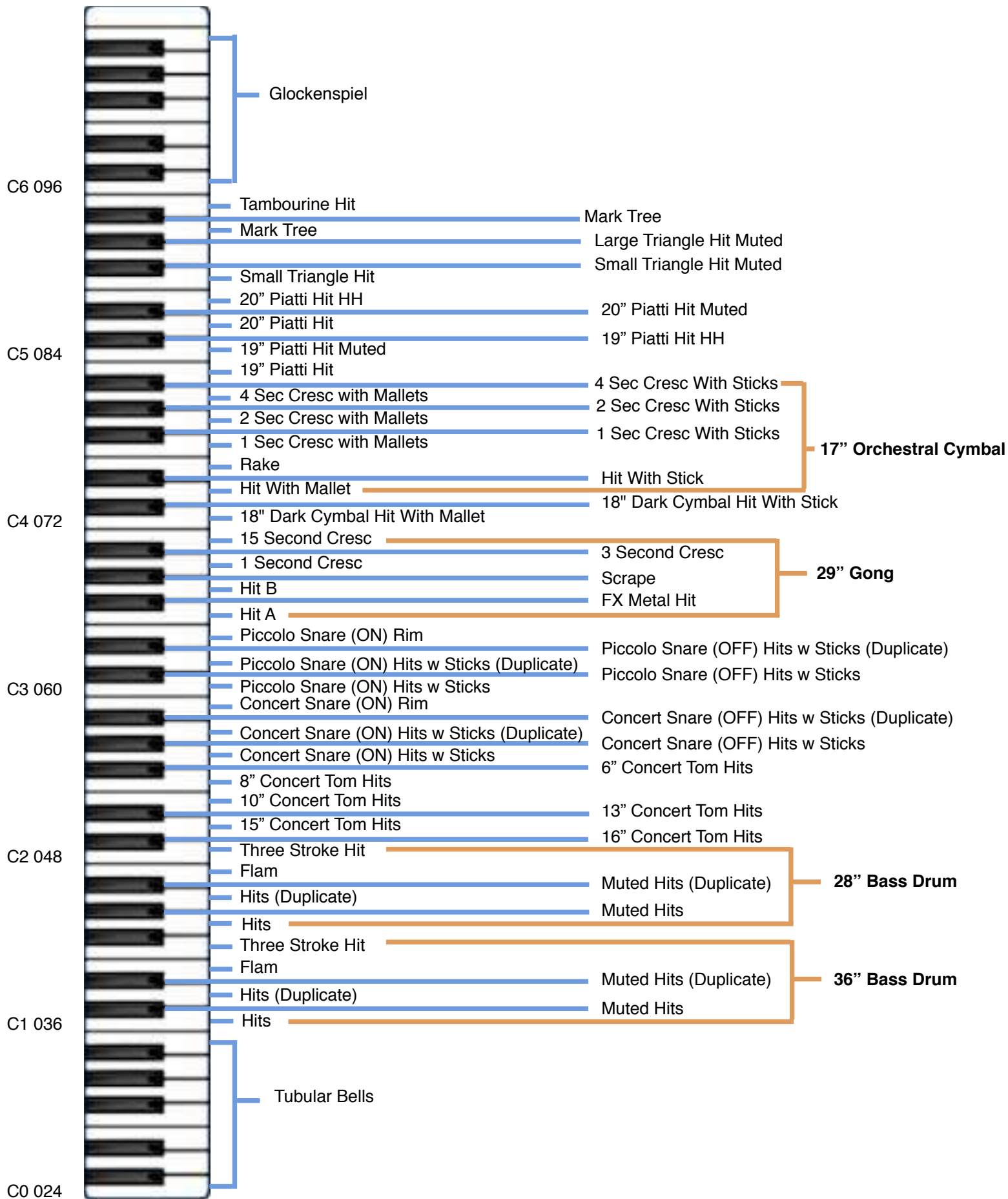
We have also provided multiple effects for your convenience - HiPass and LowPass filters, Delay, Stereo Imaging, Chorus, Lo-Fi, Distortion and Compression. When using these built-in Kontakt effects keep in mind that they can be very heavy on your CPU.



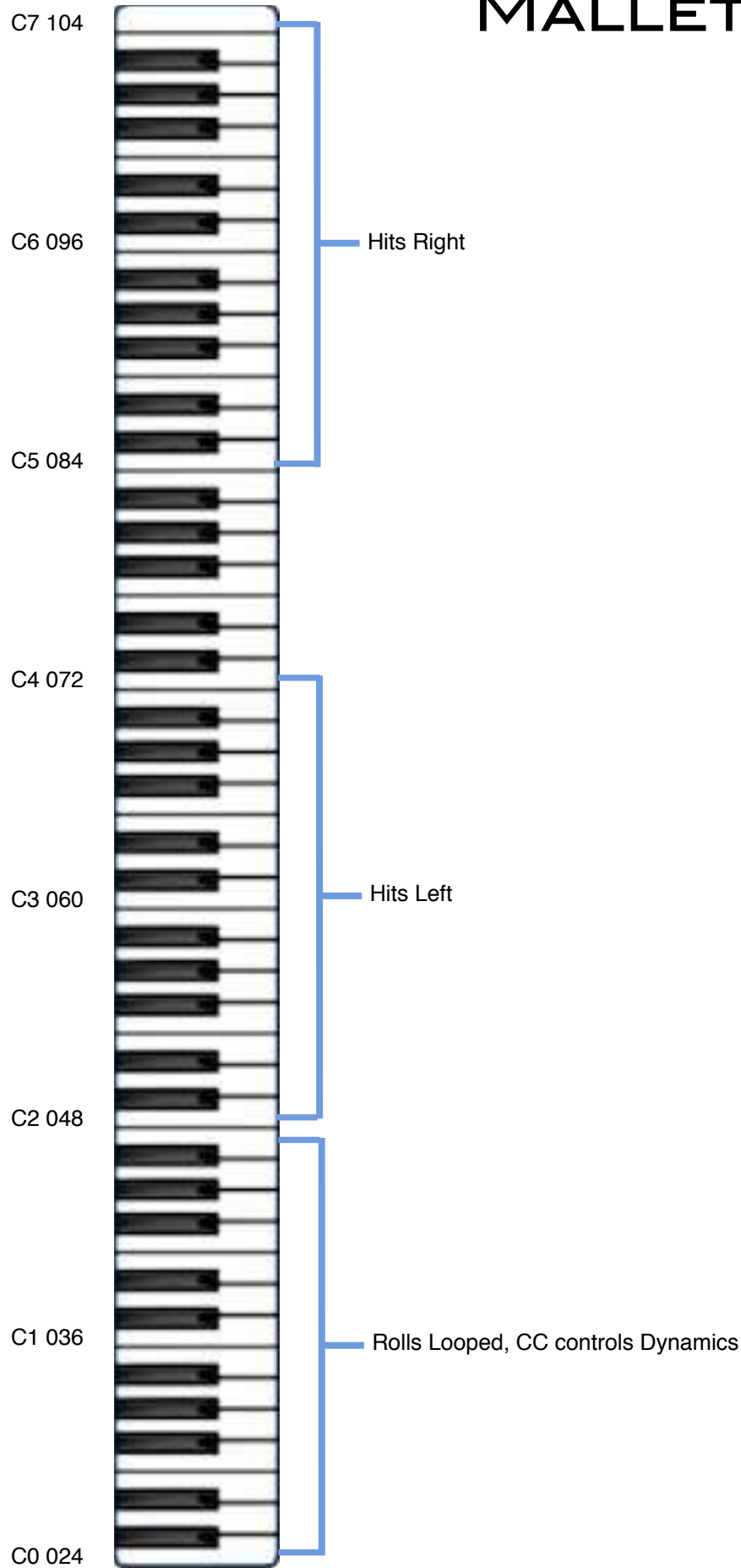
KEYBOARD LAYOUTS

In the following pages you'll find detailed descriptions of the way each patch is laid out on the keyboard. If you see "(Duplicate)" next to a labeled piano key, it means that set of Round Robins is identical to the non-duplicate version, and was just mapped again for ease of playing back and forth on two different keys. Striking the two keys together is not recommended as if it triggers the same sample you will hear phasing.

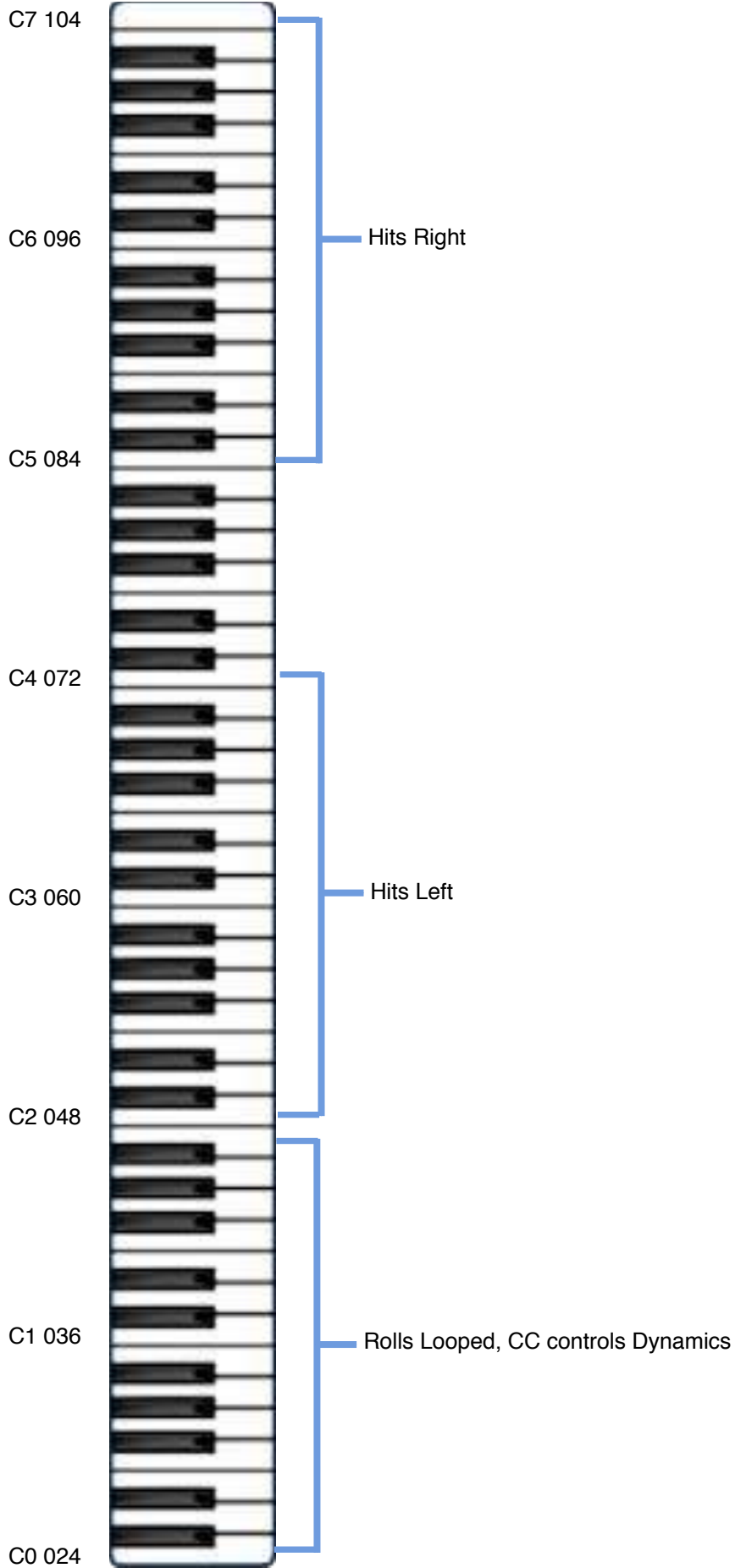
CINEPERC ORCHESTRAL PERCUSSION ENSEMBLE



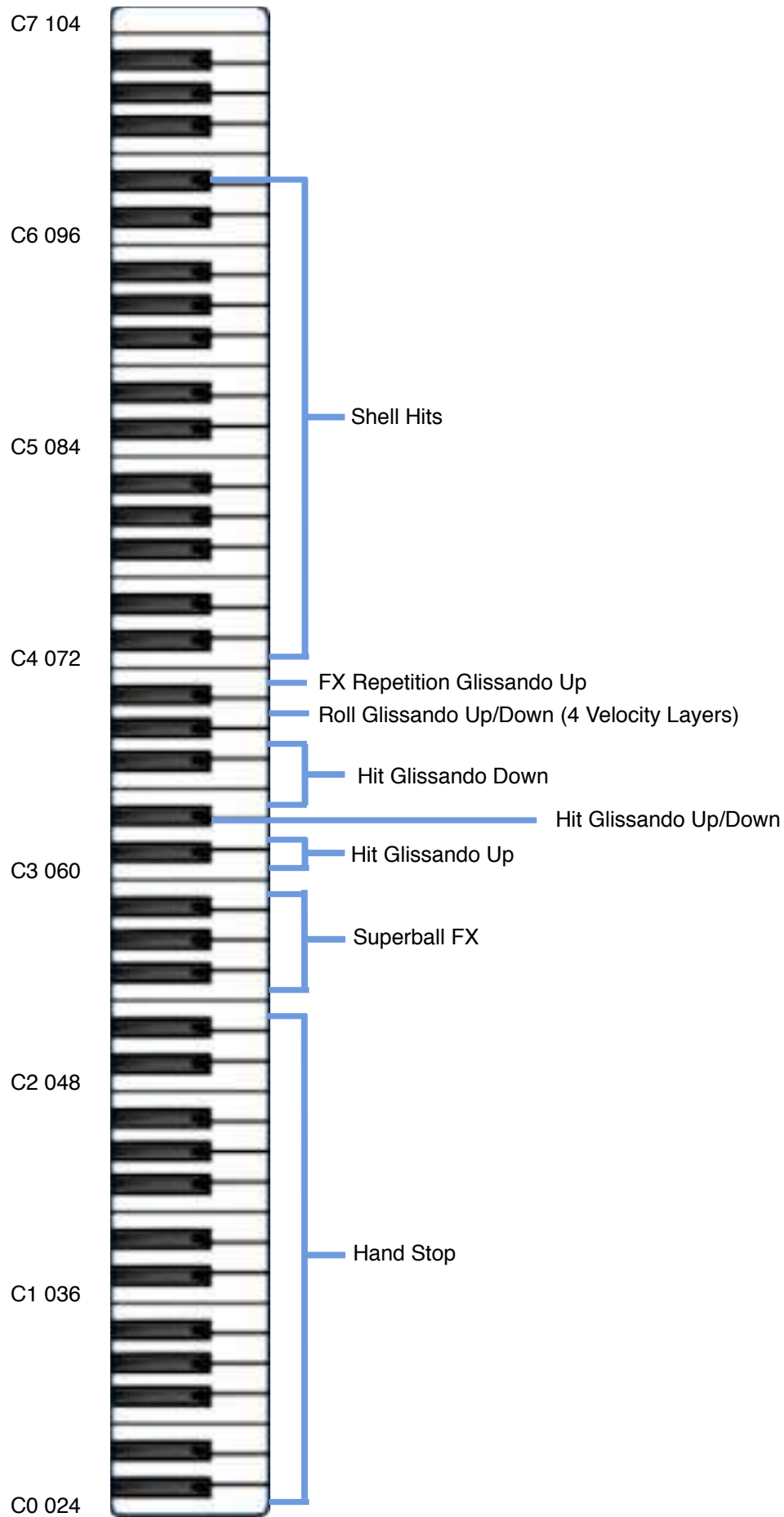
TIMPANI - SOFT/MEDIUM/HARD MALLET



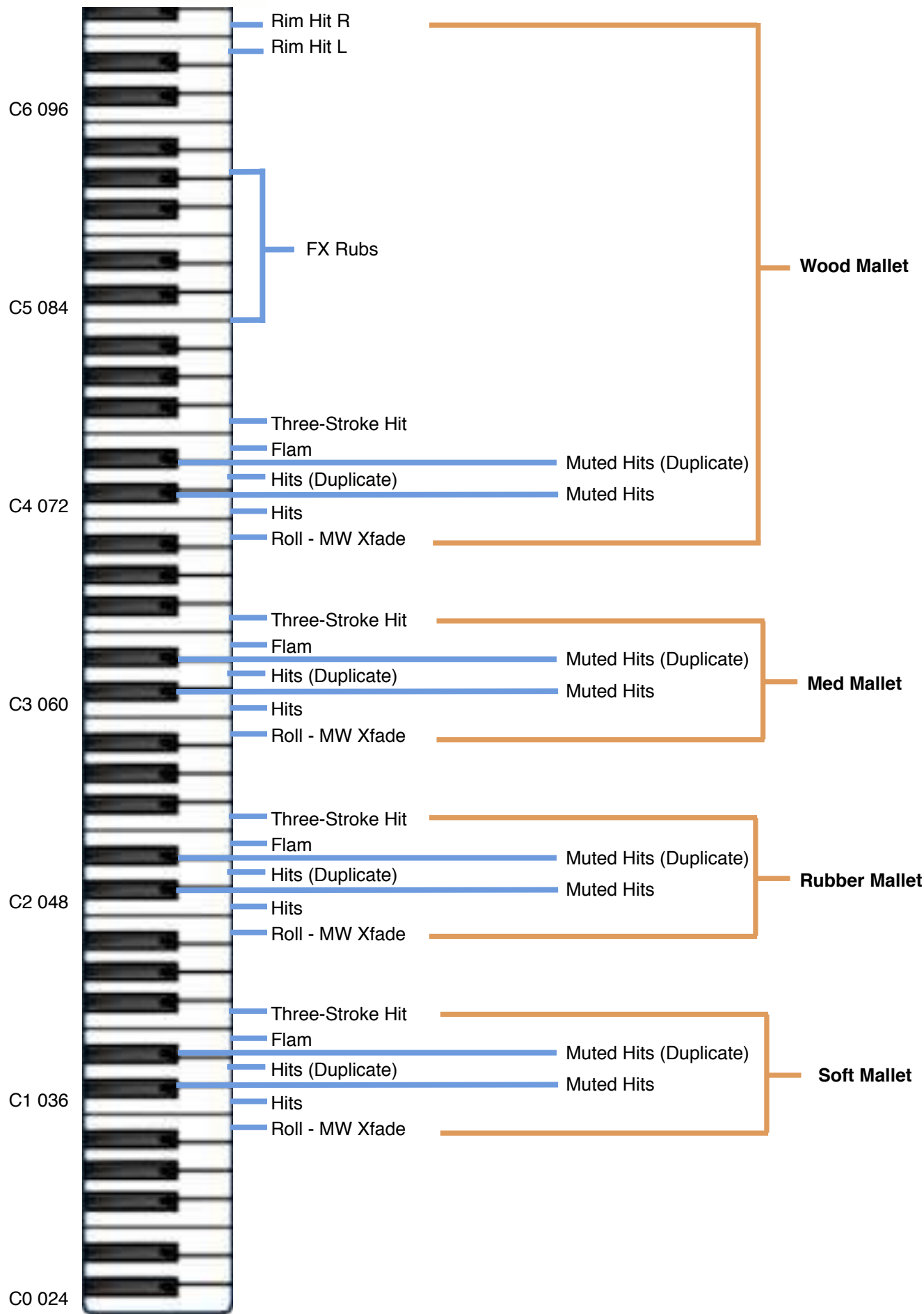
TIMPANI CRESC - SOFT/ MEDIUM/HARD MALLETS



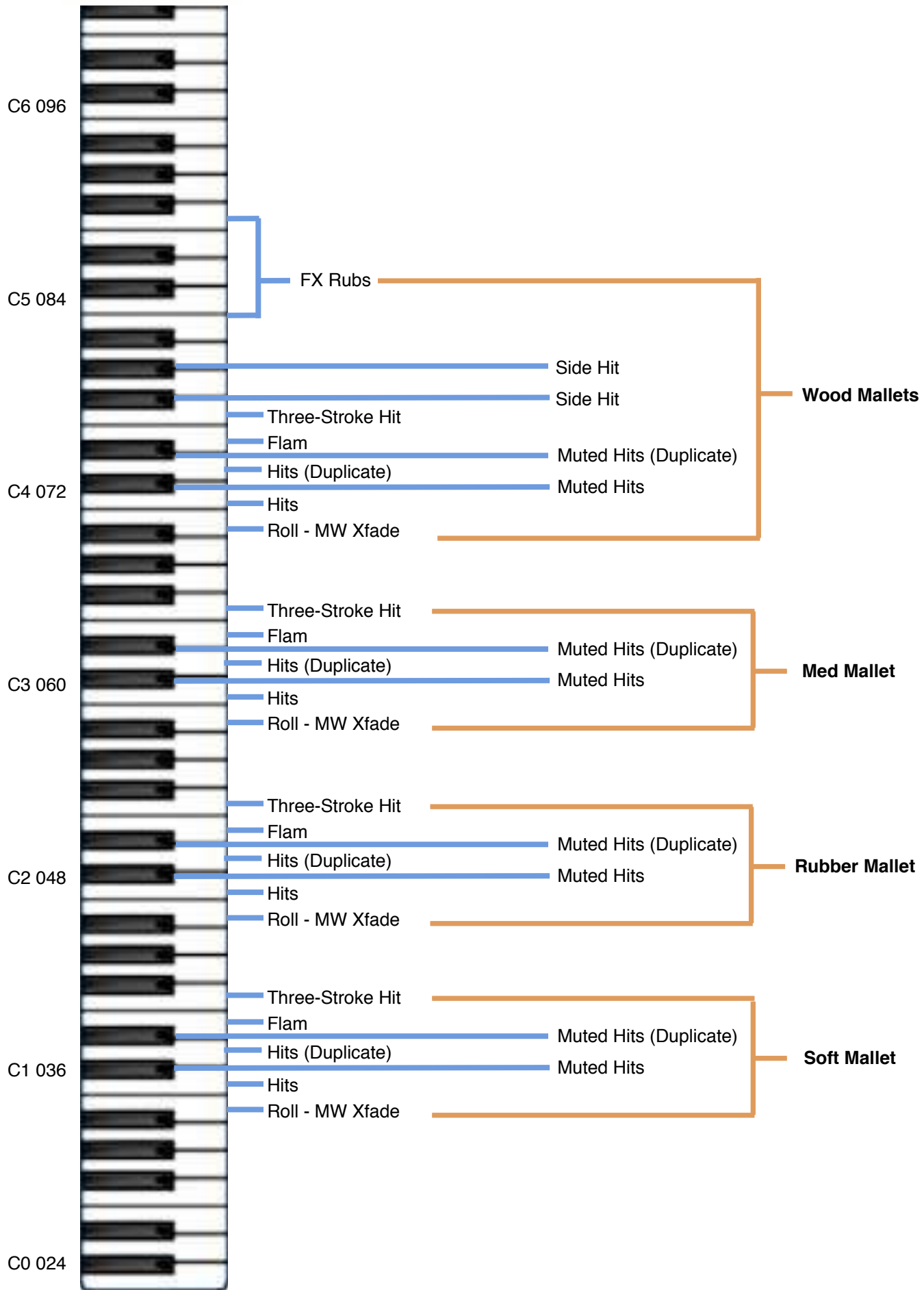
TIMPANI FX



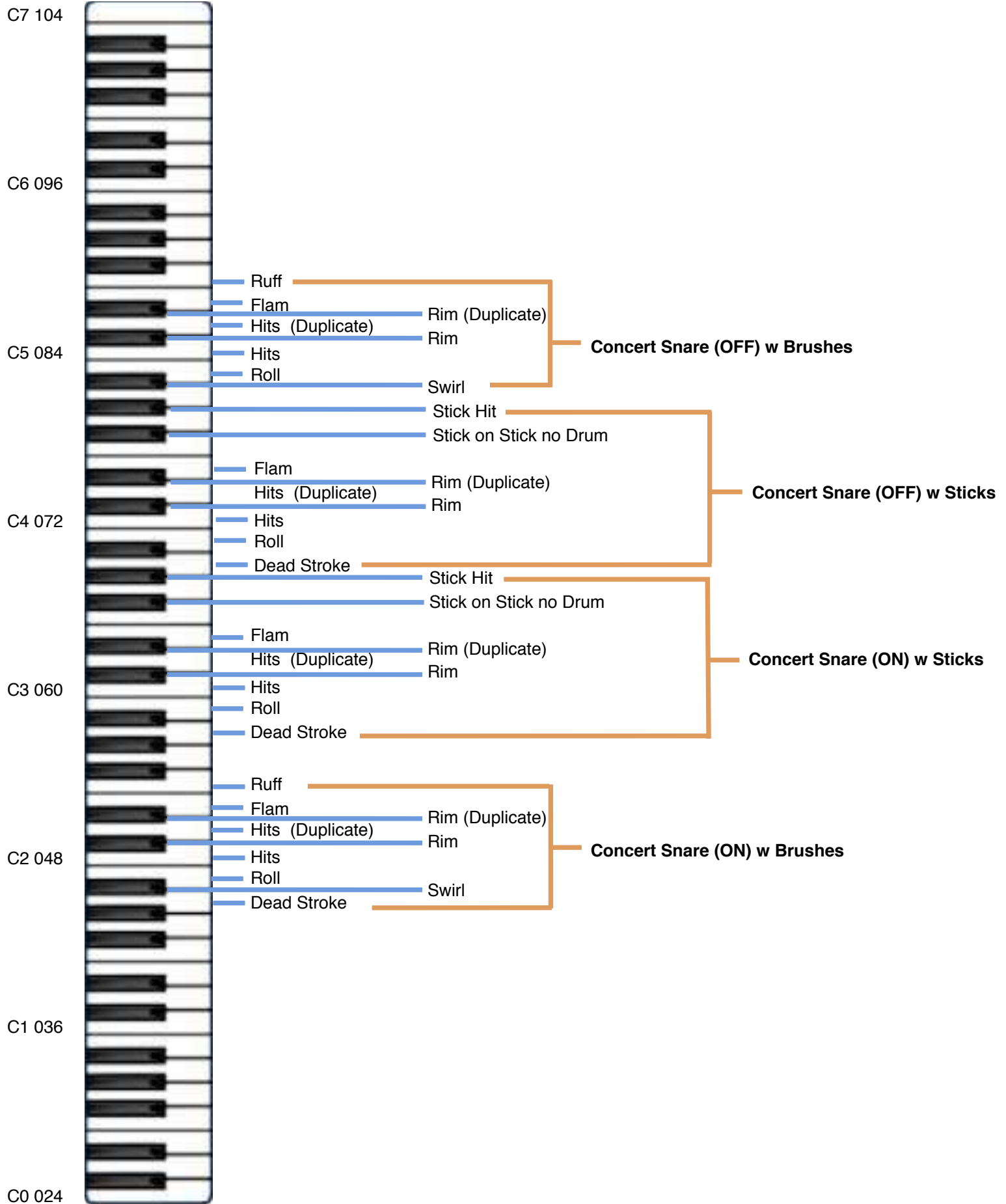
BASS DRUM 1



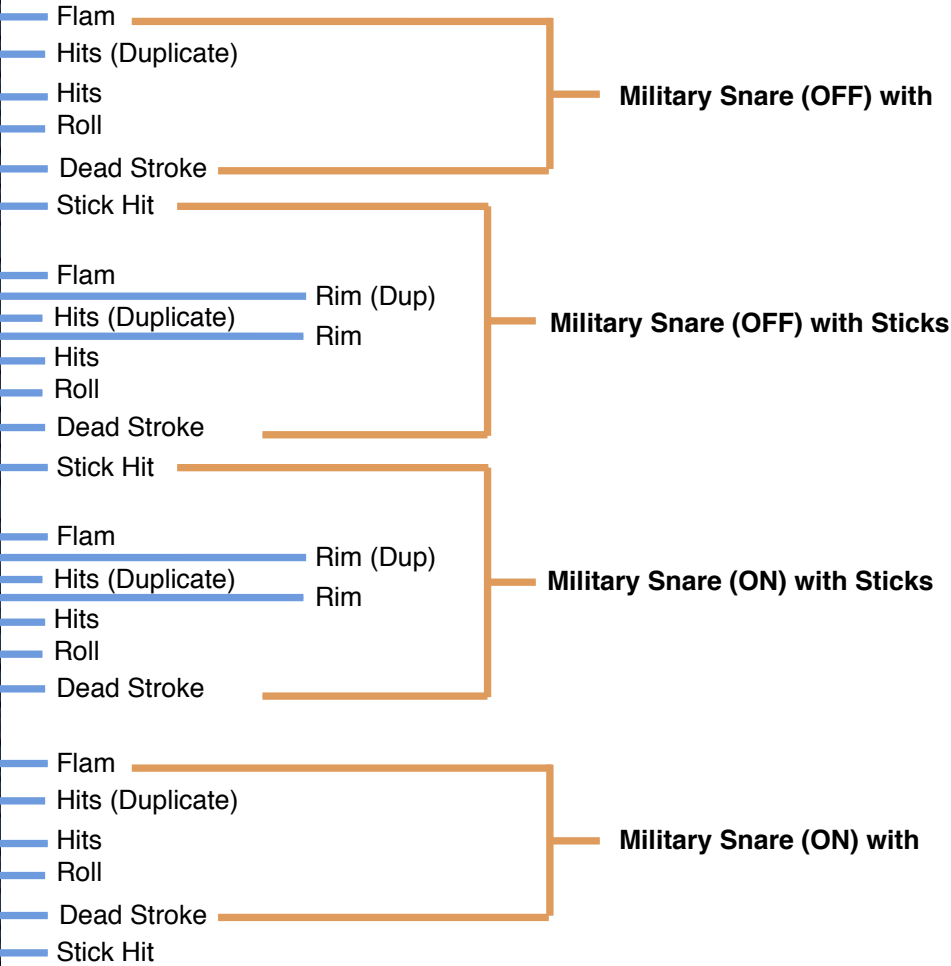
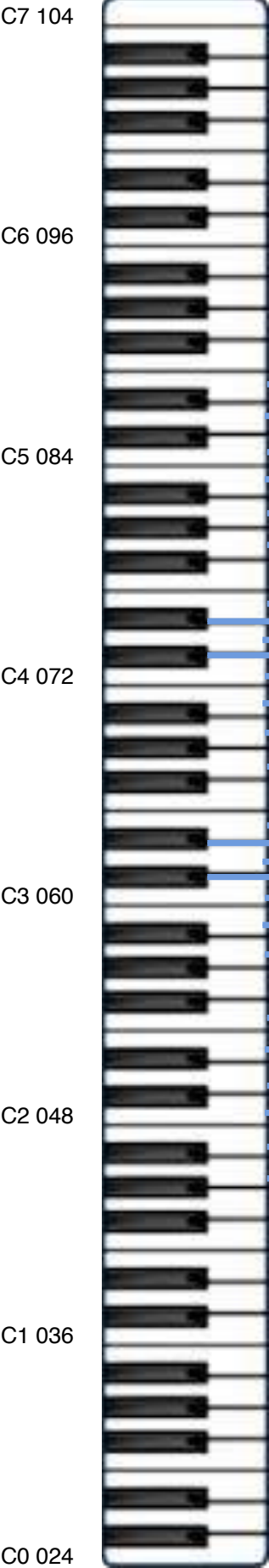
BASS DRUM 2



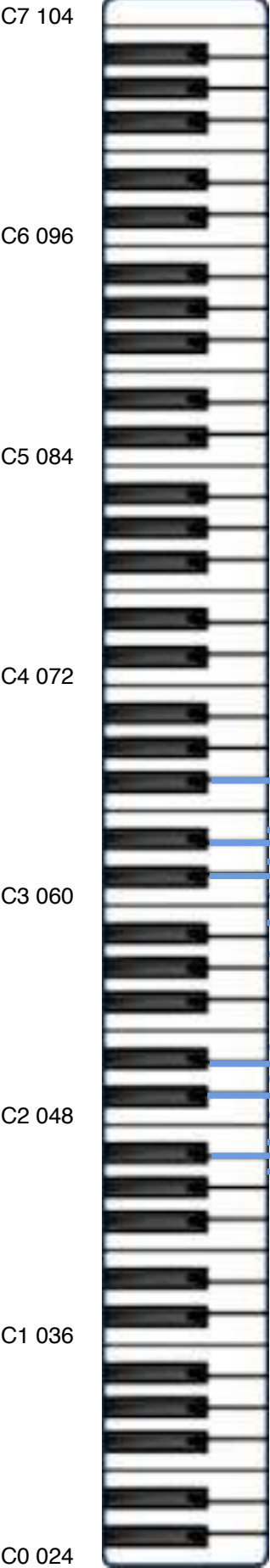
SNARE - CONCERT



SNARE - MILITARY

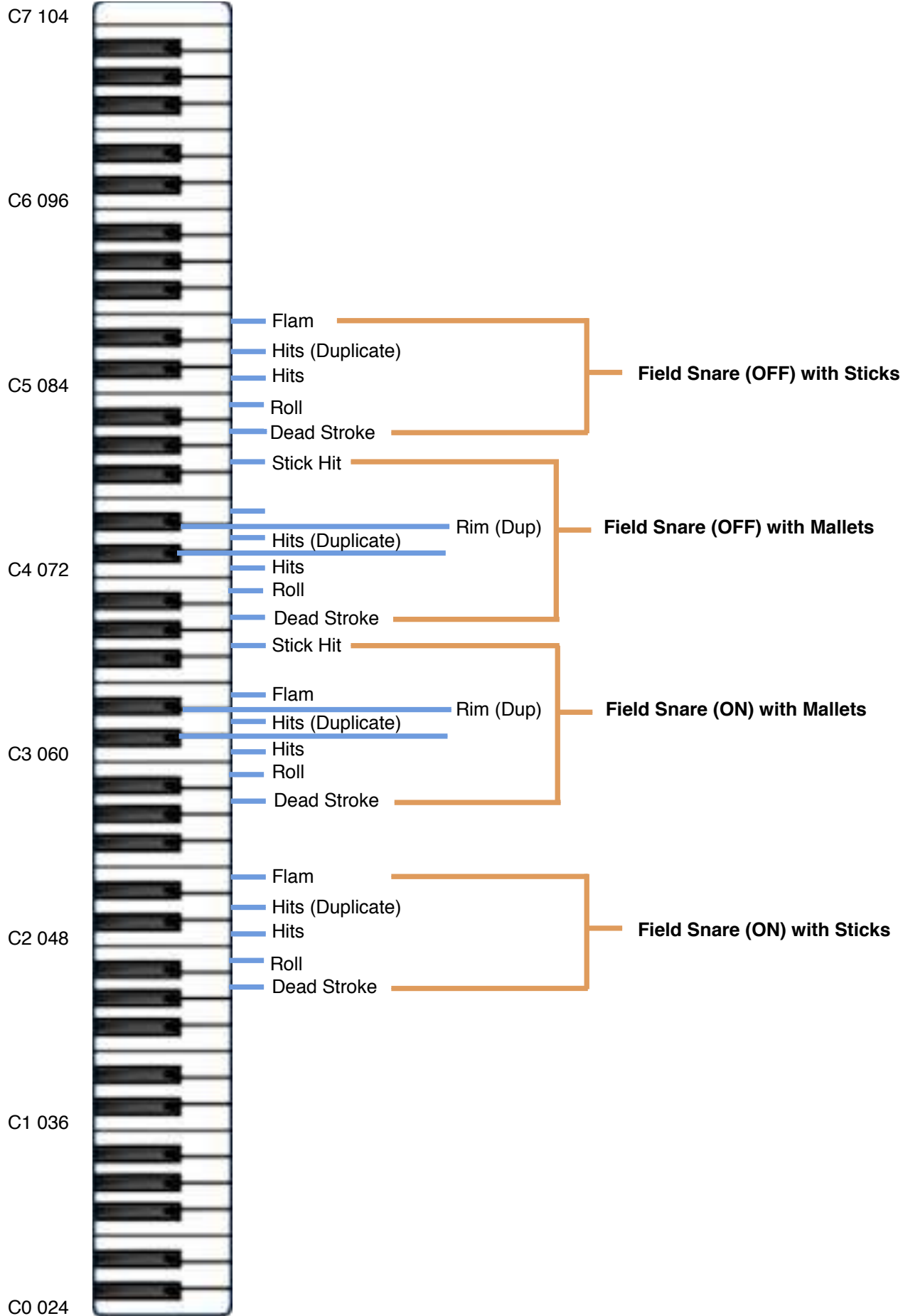


SNARE - PICCOLO

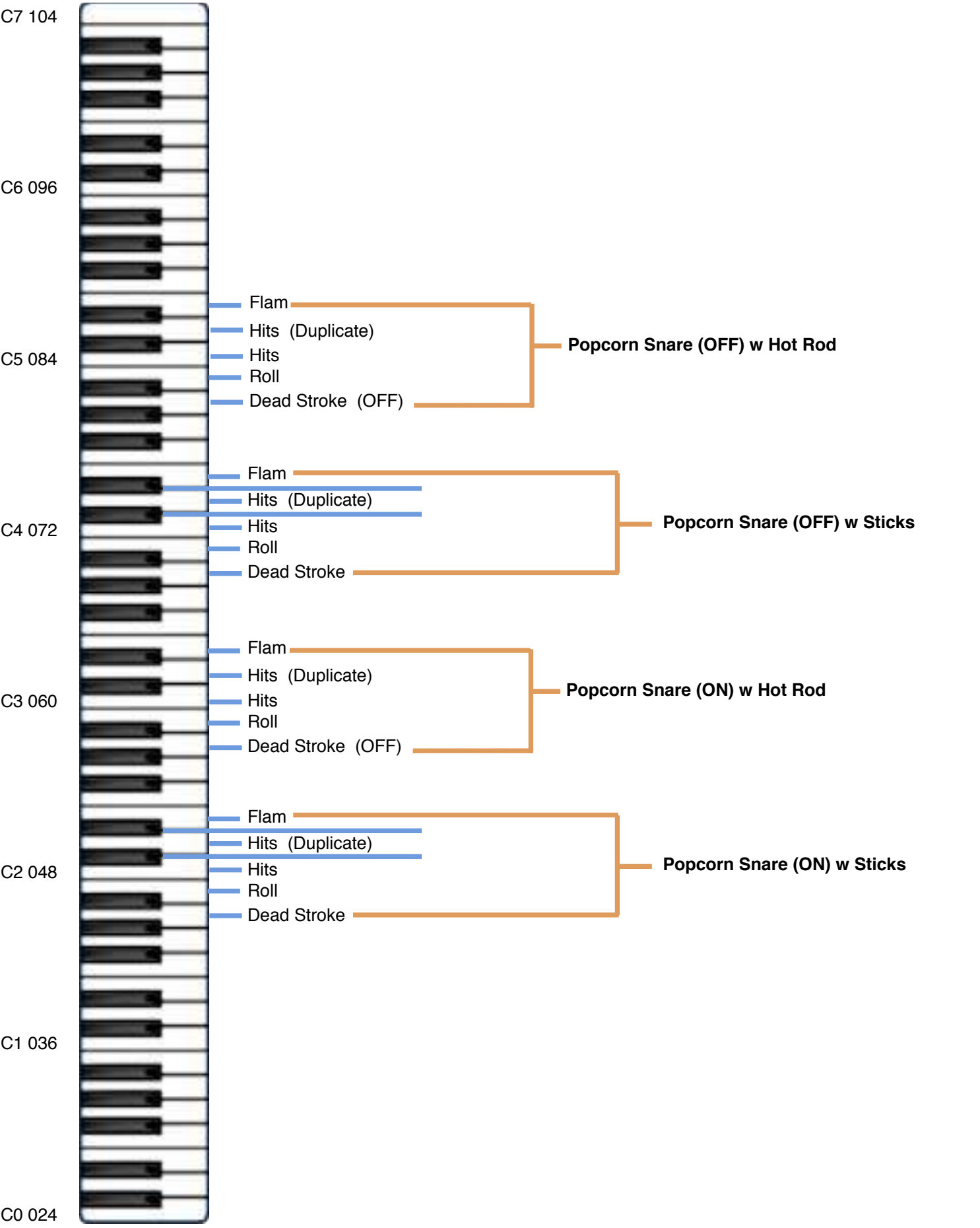


- Hits
- Flam
- Hits (Duplicate)
- Rim (Duplicate)
- Rim
- Hits
- Roll
- Dead Stroke
- Flam
- Rimshot (ON) or Muted (OFF) (Duplicate)
- Hits (Duplicate)
- Hits
- Roll
- Roll
- Flam

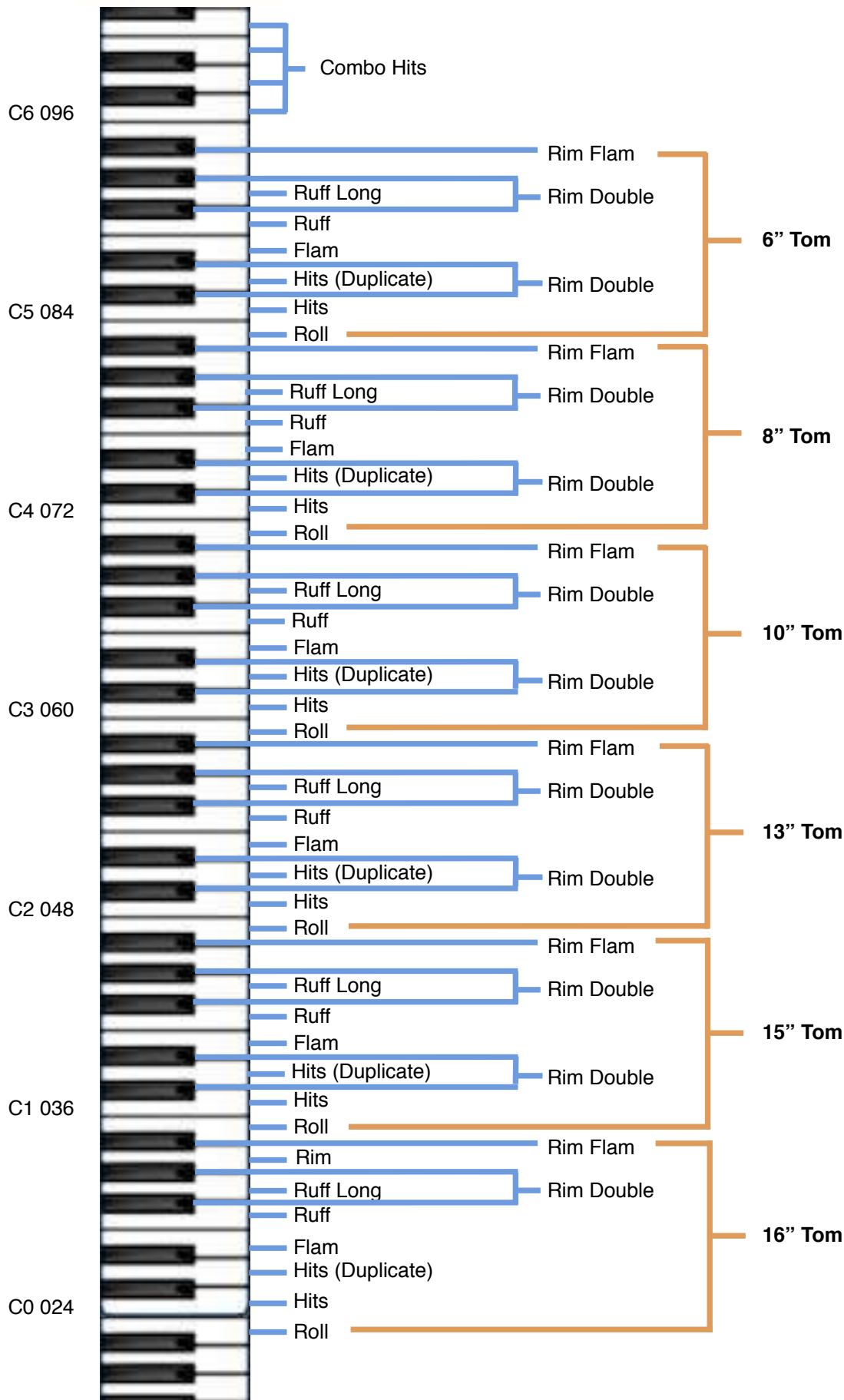
SNARE - TENOR



SNARE - POPCORN



CONCERT TOMS



CONCERT TOMS - HITS ONLY

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

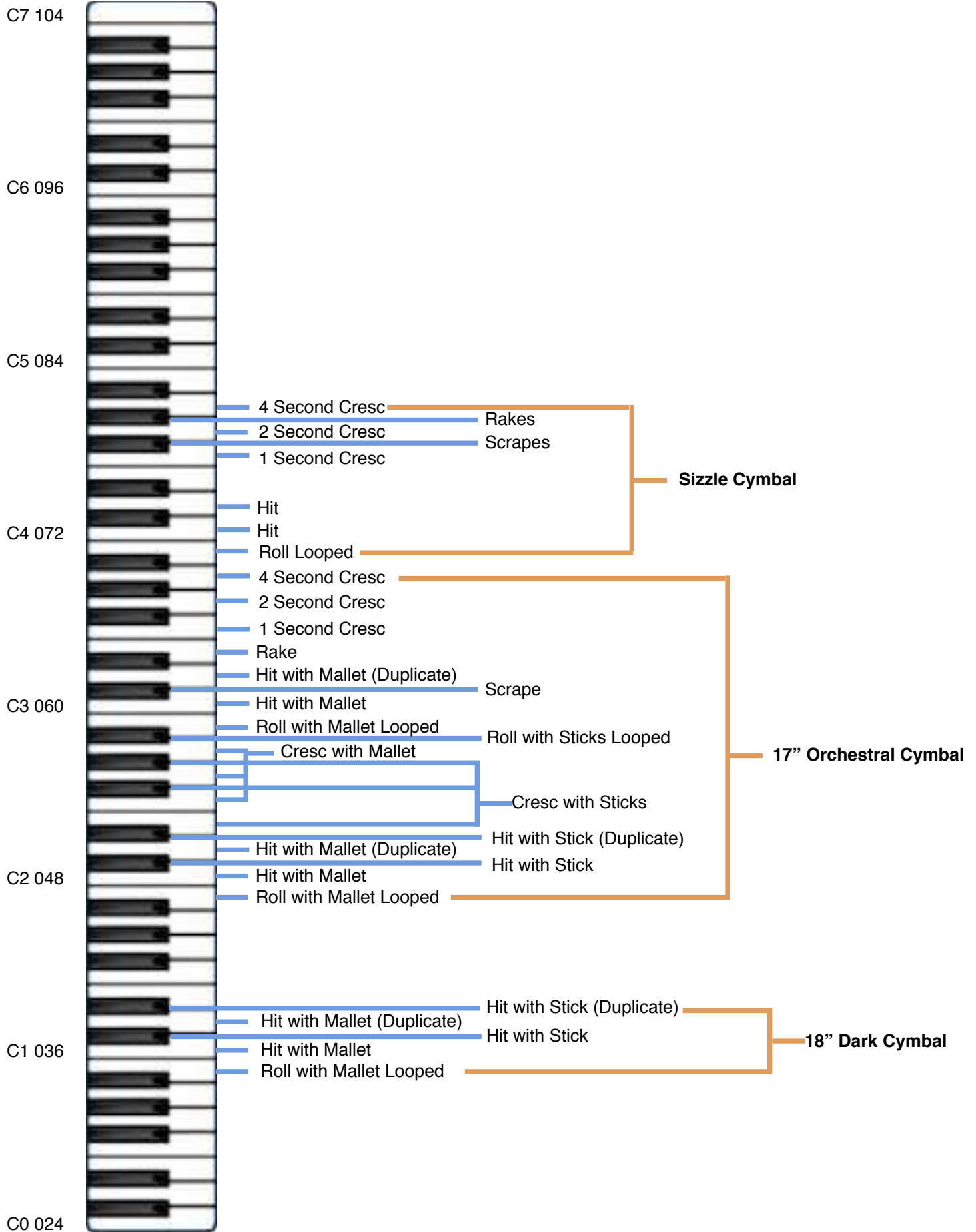
C1 036

C0 024

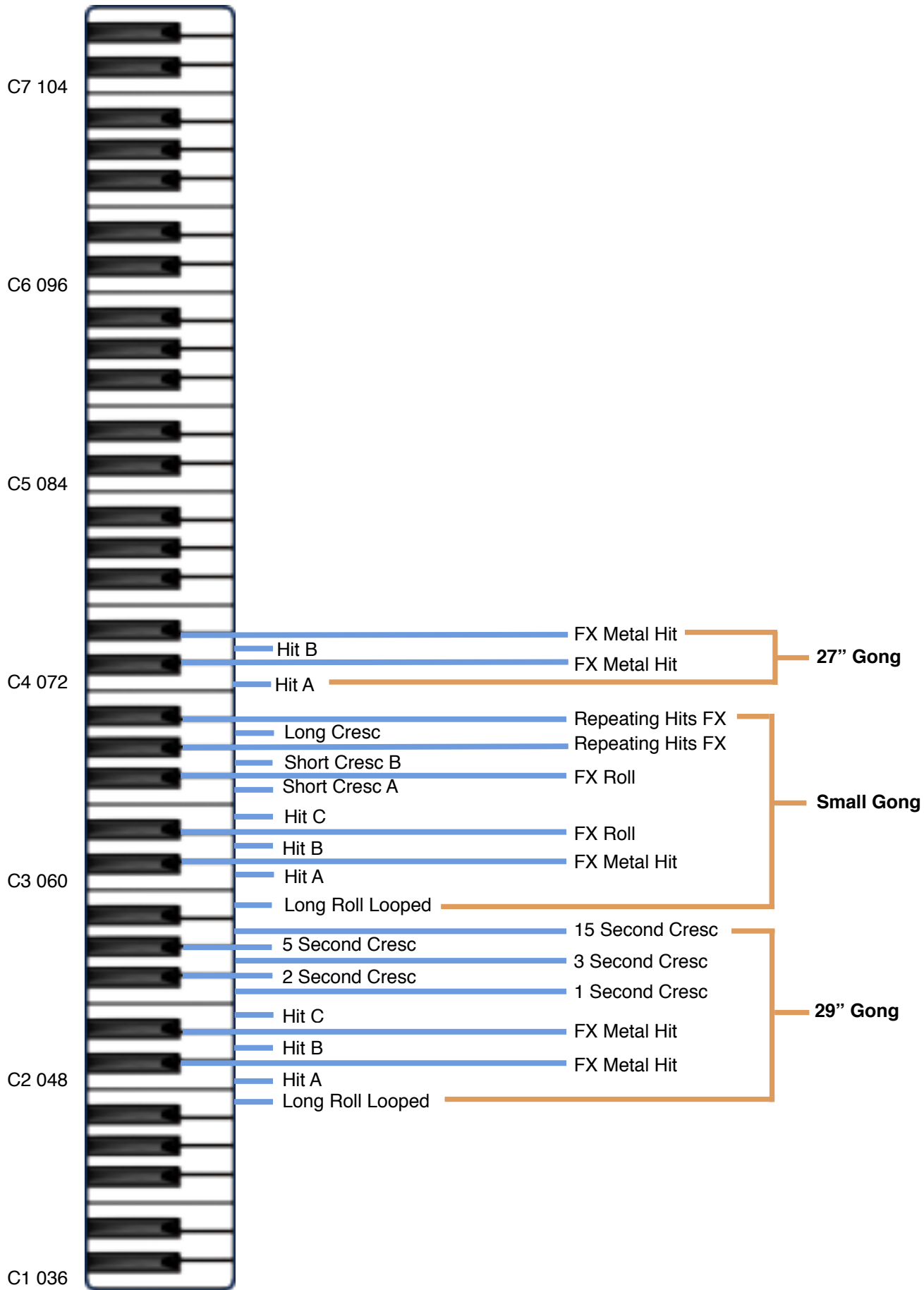


- Hits 6" Tom
- Hits 8" Tom
- Hits 10" Tom
- Hits 13" Tom
- Hits 15" Tom
- Hits 16" Tom

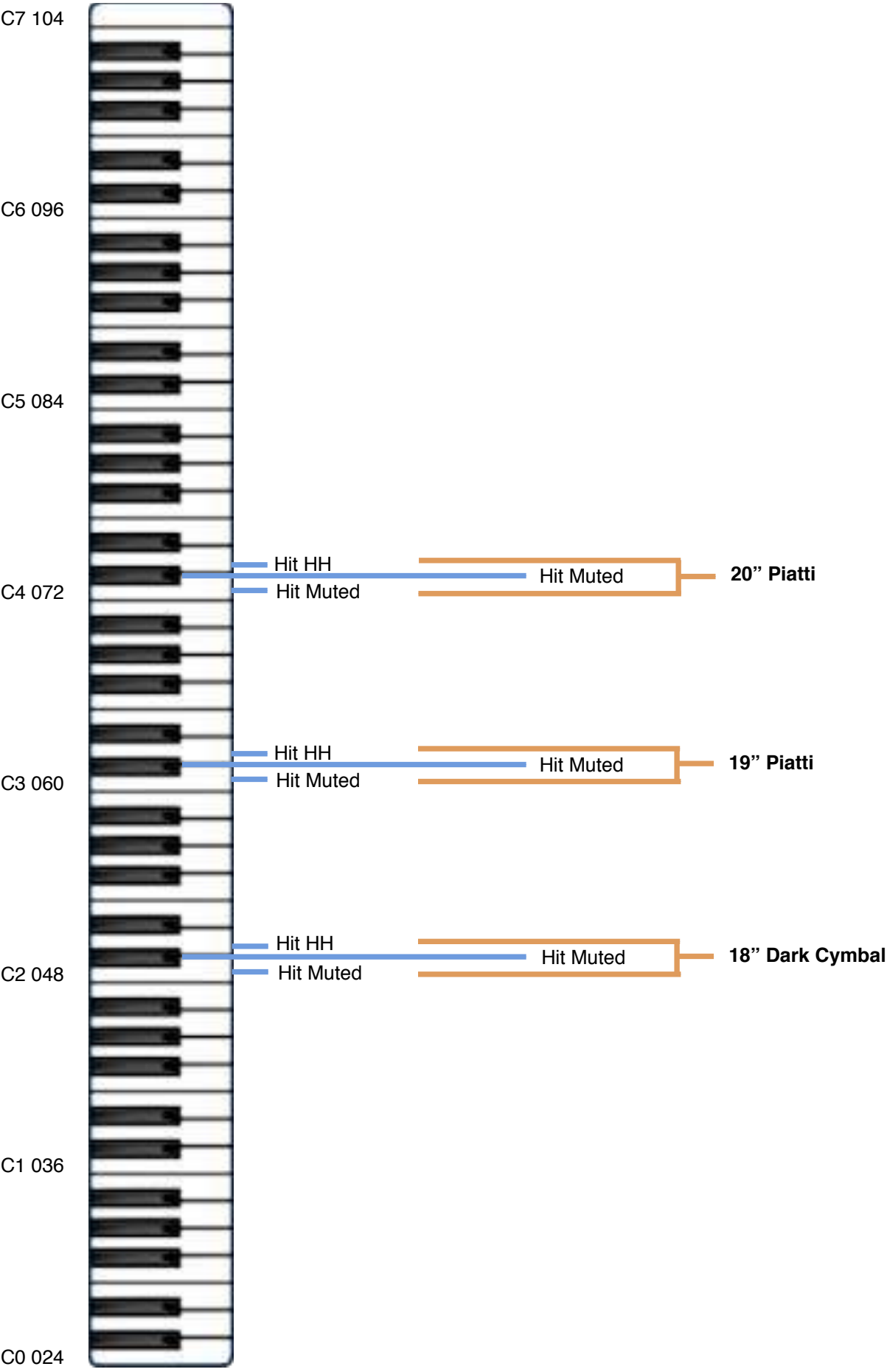
SUSPENDED CYMBALS



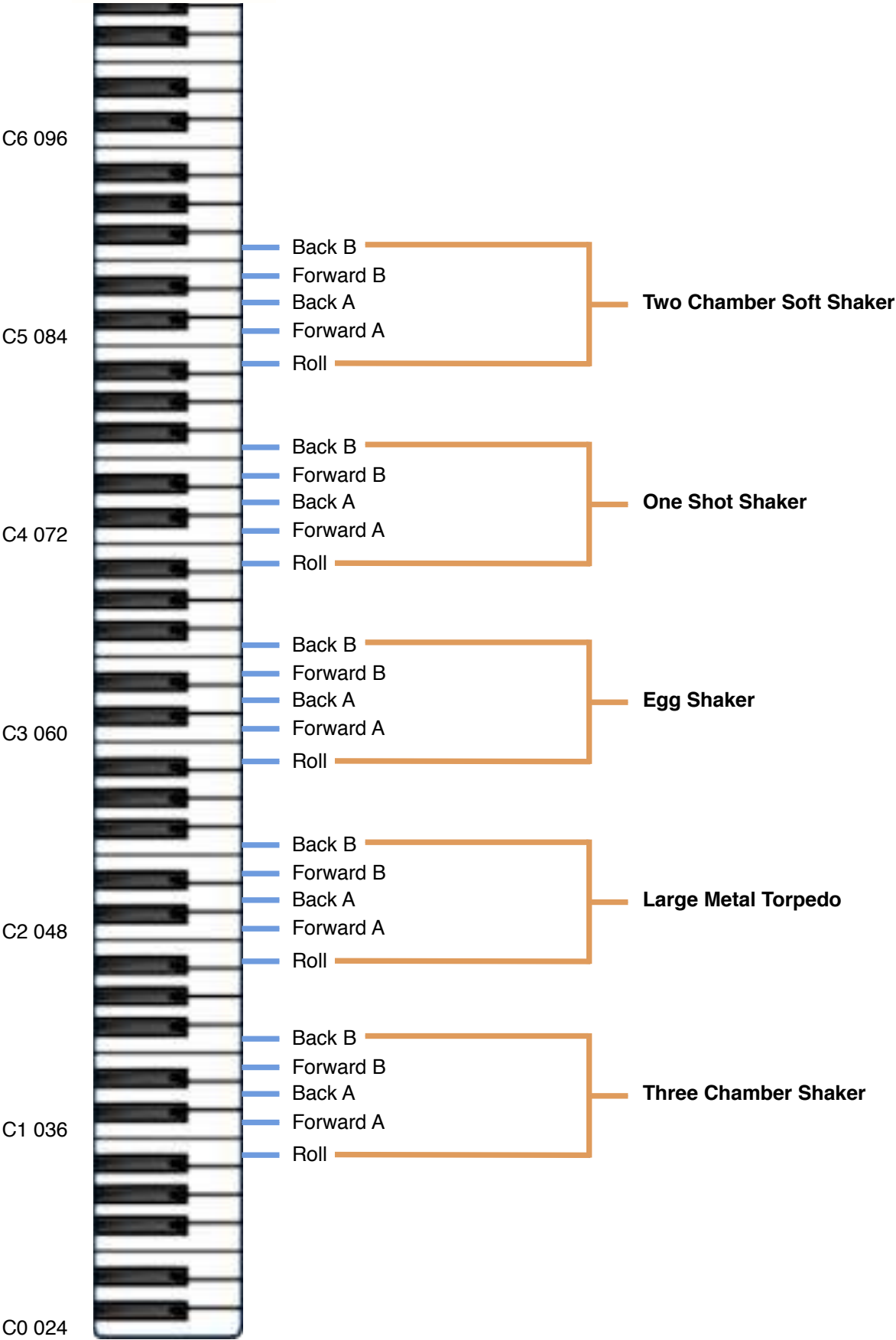
GONGS - TAMTAM



PIATTI CRASH CYMBALS



ORCHESTRAL SHAKERS



XYLOPHONE

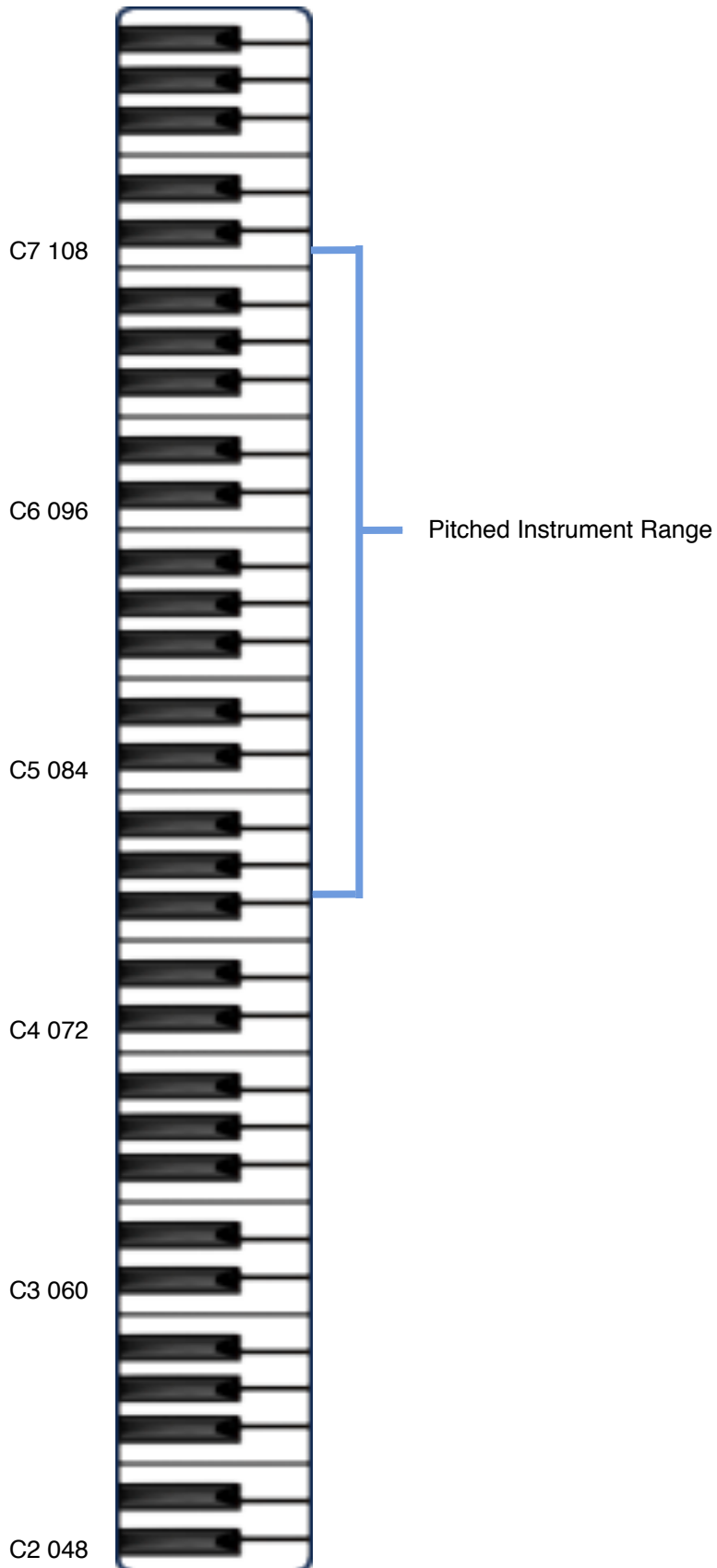
C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024



Pitched Instrument Range

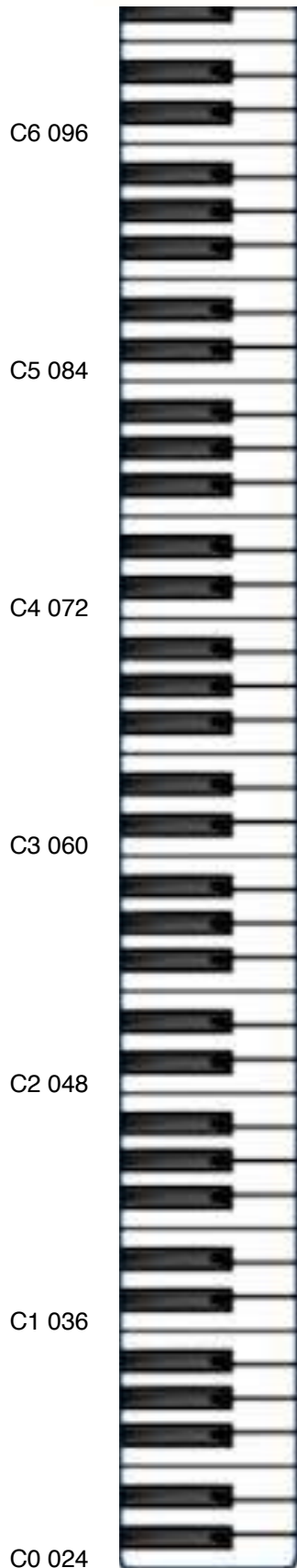
Note: See MAPPING tab for details on switching between soft or hard mallets (default is velocity), and hits and rolls (default is pedal)

GLOCKENSPIEL



Note: See MAPPING tab for details on switching between soft mallet and hard mallet. Default is by velocity

MARIMBA



Pitched Instrument Range

Note: See MAPPING tab for details on switching between soft or hard mallets (default is velocity), and hits and rolls (default is pedal)

CROTALES - MALLETS

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

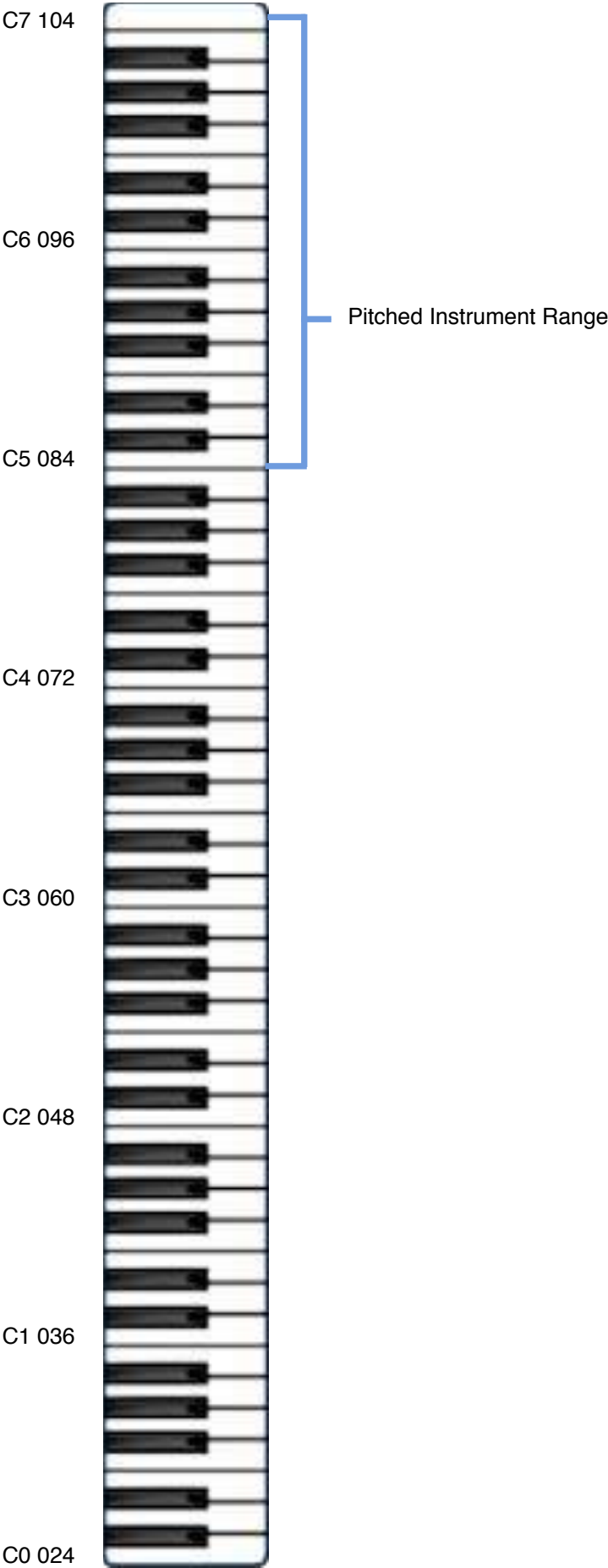
C1 036

C0 024

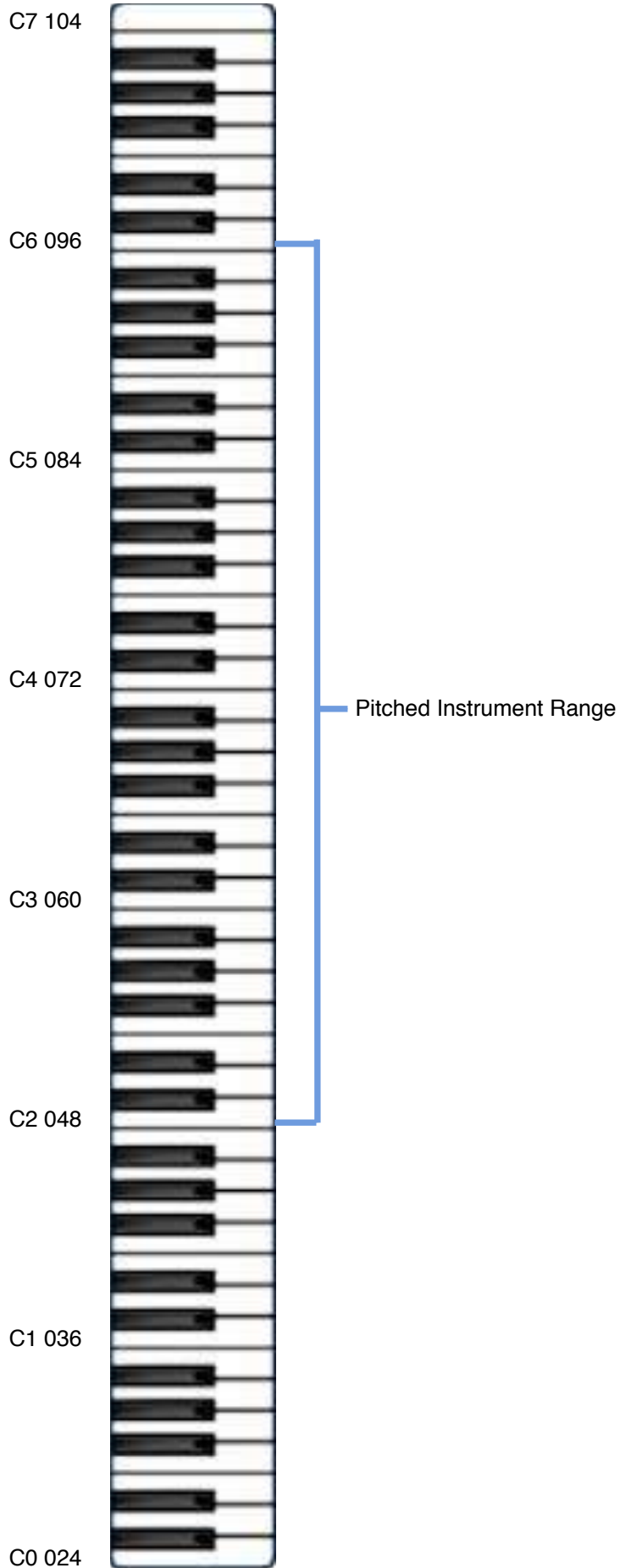
Pitched Instrument Range



CROTALES - BOWED



VIBRAPHONE - MOTOR OFF



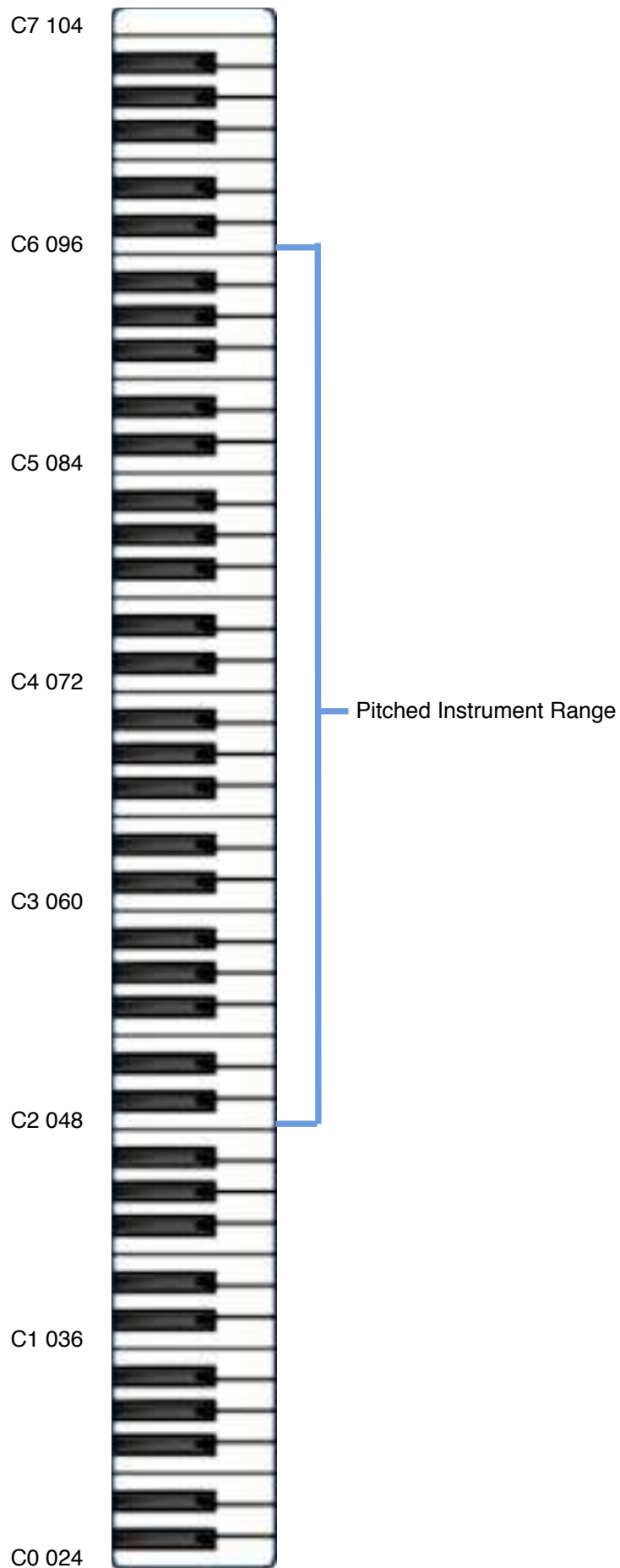
VIBRAPHONE - MOTOR ON

C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024



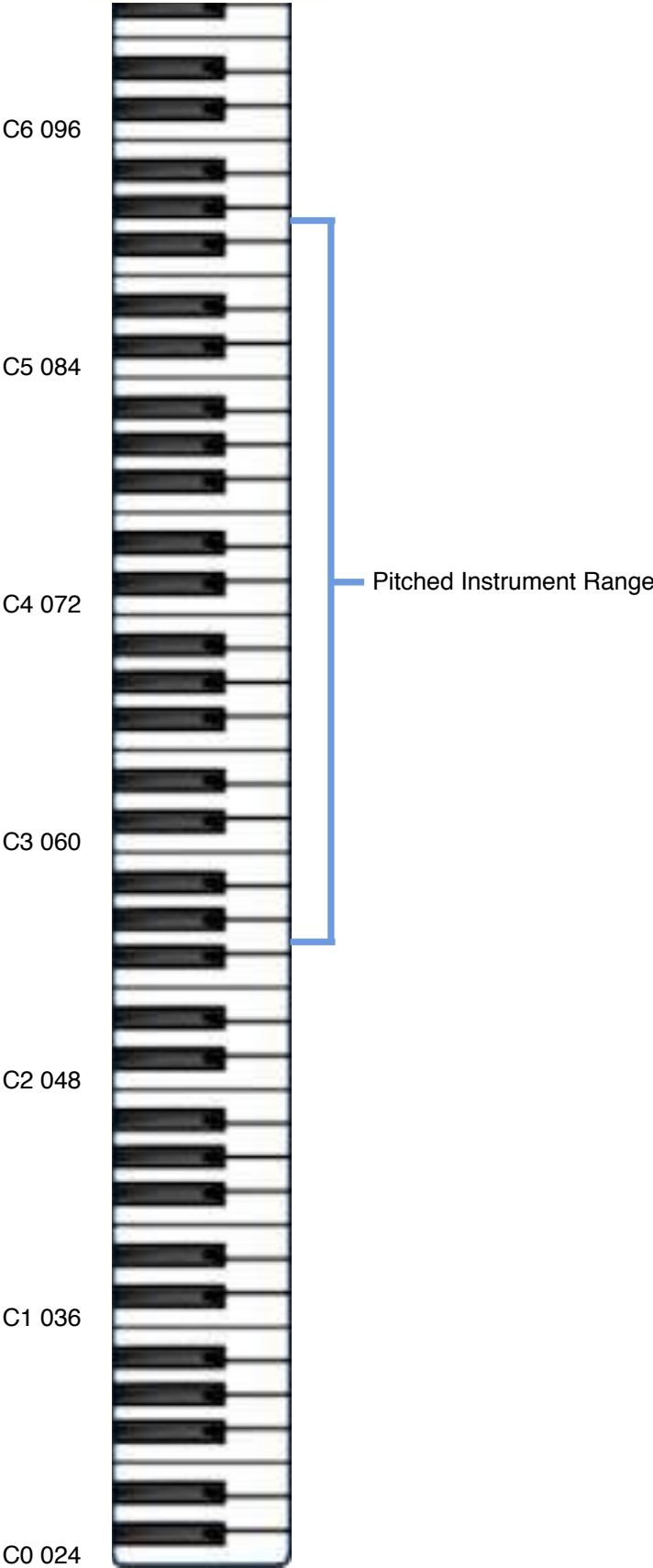
Pitched Instrument Range

VIBRAPHONE - BOWED



GLASS MARIMBA

Note: See MAPPING tab for details on switching between medium and hard mallets. Default is velocity.



TUBULAR BELLS

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024



Pitched Range

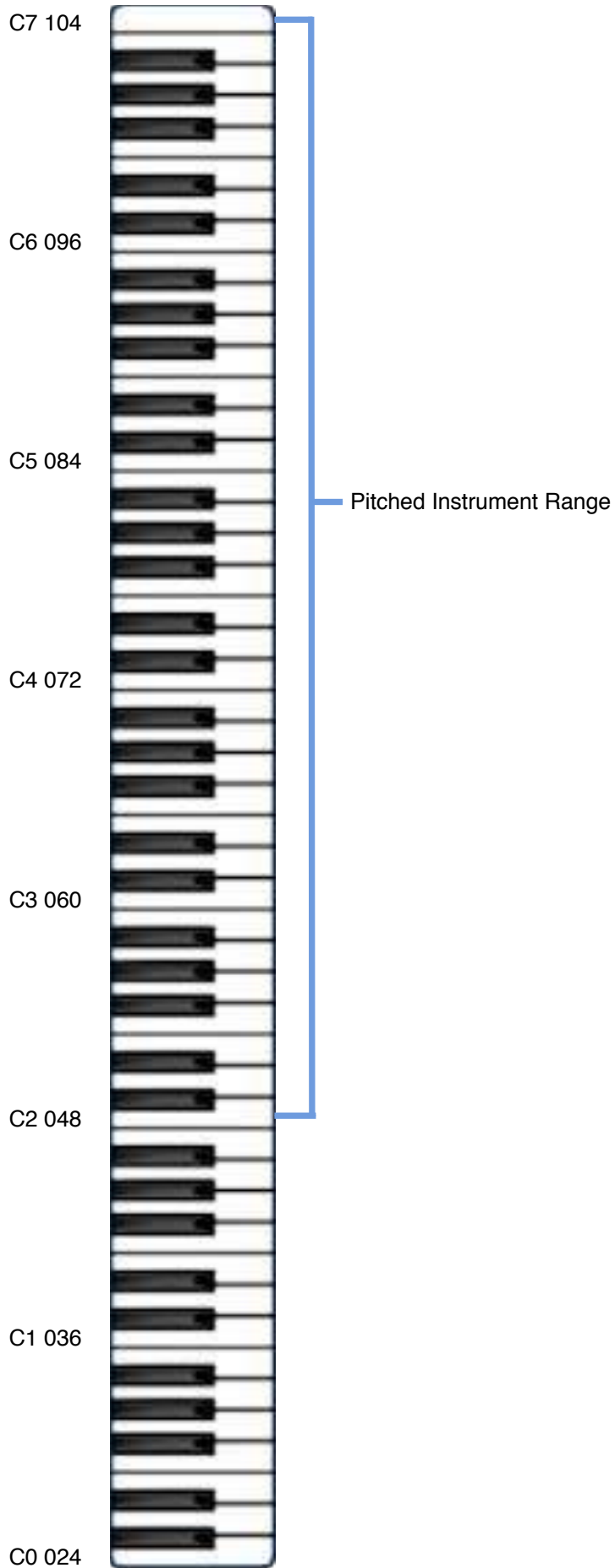
LOW CHIMES

C7 104
C6 096
C5 084
C4 072
C3 060
C2 048
C1 036
C0 024

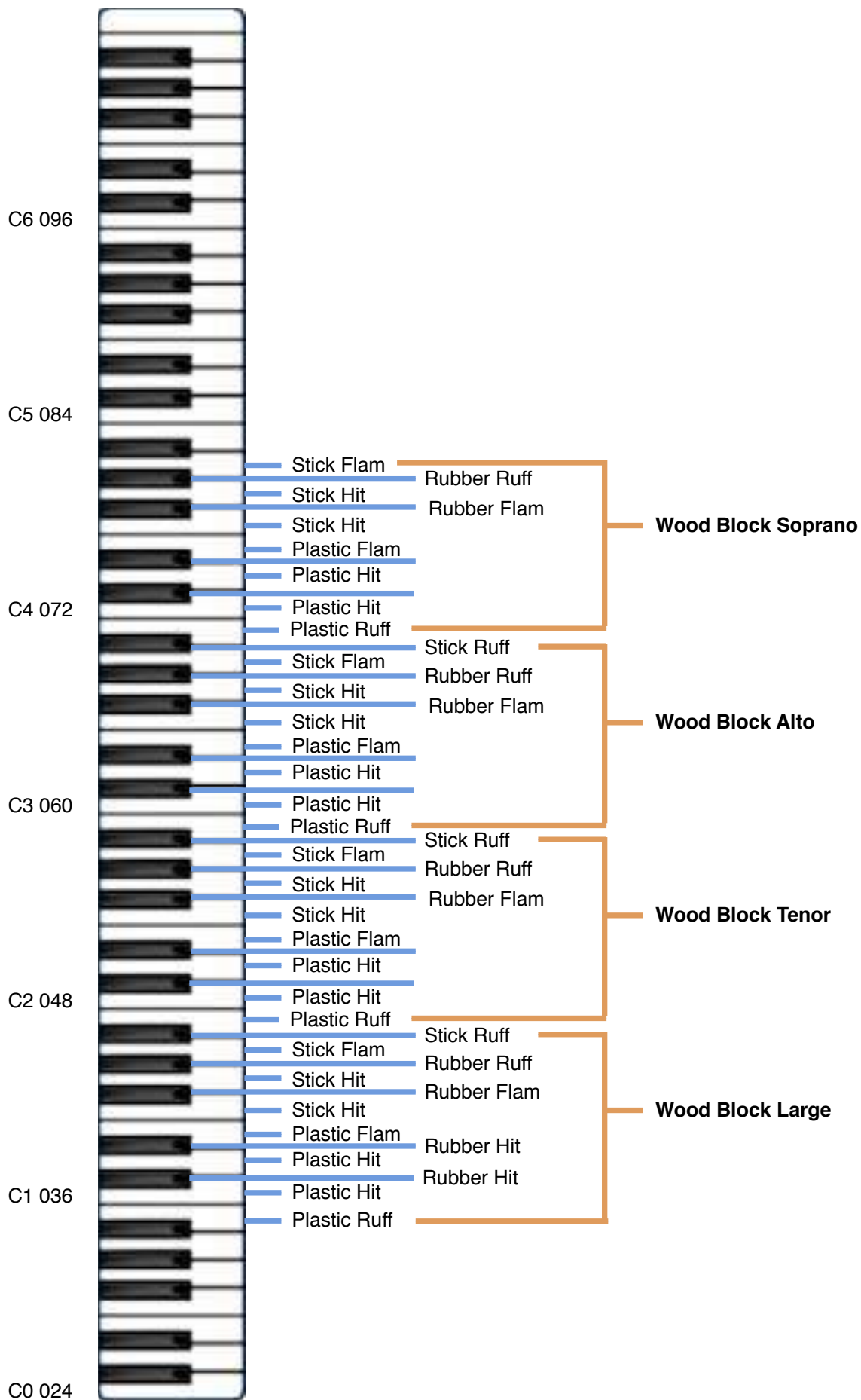


Pitched Instrument Range

CELESTE



WOOD BLOCKS



TEMPLE BLOCKS

Note: See MAPPING tab for details on switching between Soft and Hard Mallets.
Default is velocity.

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Ruff
Flam
Hit (Duplicate)
Hit
Roll

Temple Block High

Ruff
Flam
Hit (Duplicate)
Hit
Roll

Temple Block Med High

Ruff
Flam
Hit (Duplicate)
Hit
Roll

Temple Block Med

Ruff
Flam
Hit (Duplicate)
Hit
Roll

Temple Block Med Low

Ruff
Flam
Hit (Duplicate)
Hit
Roll

Temple Block Low



CLAVES

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

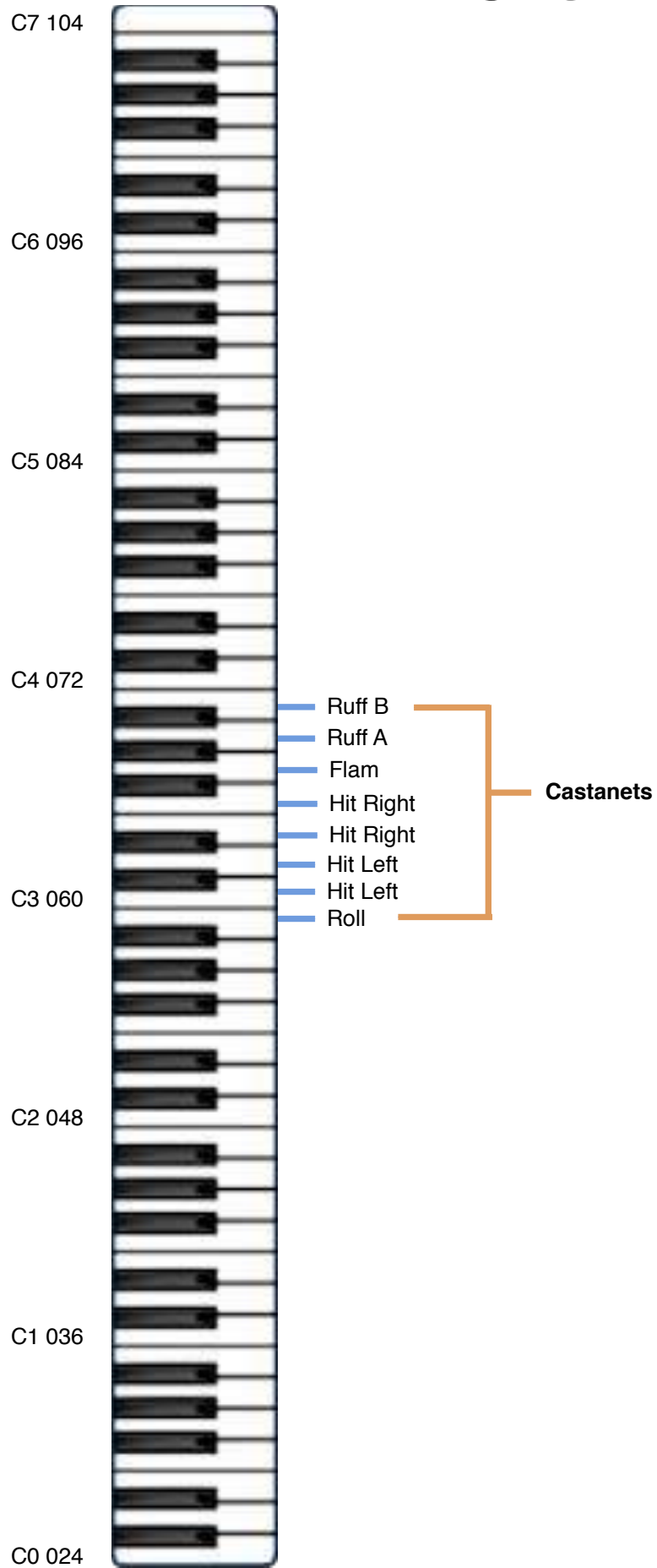
C1 036

C0 024

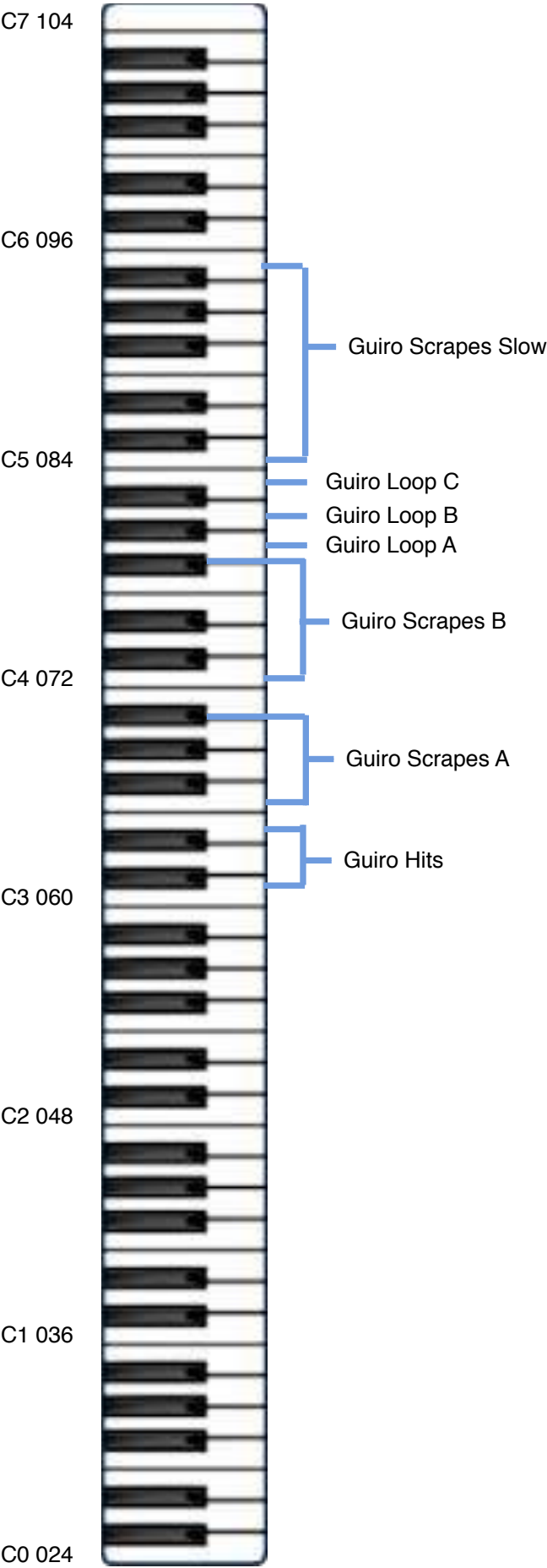


Claves

CASTANETS



GUIRO



SLAPSTICK

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024



Slapstick

PULI STICKS - SINGLE

C6 096

- Slits on Slits Small
- Slits on Slits Small
- Slits on Slits
- Slits on Slits

C5 084

- Slits on Ground Far
- Slits on Ground Far
- Slits on Ground Mid
- Slits on Ground Mid
- Slits on Ground Close
- Slits on Ground Close

C4 072

- Slits on Ground Small
- Slits on Ground Small
- Handle on Slits
- Handle on Slits
- Slits on Floor
- Slits on Floor

C3 060

- Handles
- Handles
- Slits on Stool Far
- Slits on Stool Far
- Slits on Stool Mid
- Slits on Stool Mid

C2 048

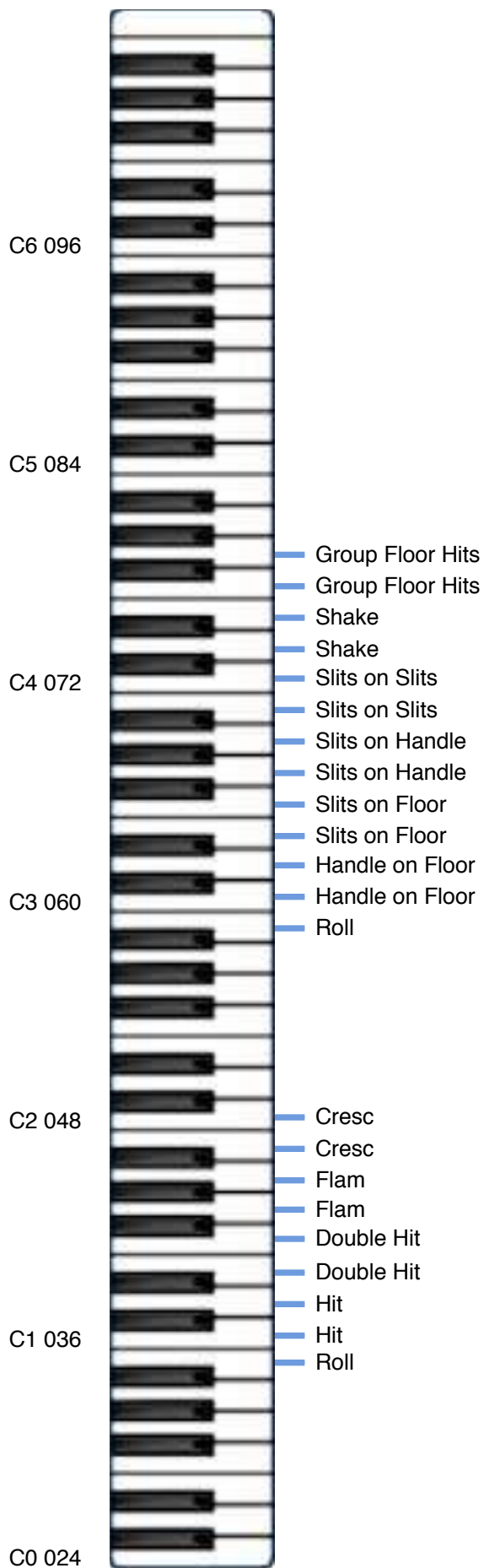
- Slits on Stool Close
- Slits on Stool Close
- Slits on Stand
- Slits on Stand
- Low Hit
- Low Hit

C1 036

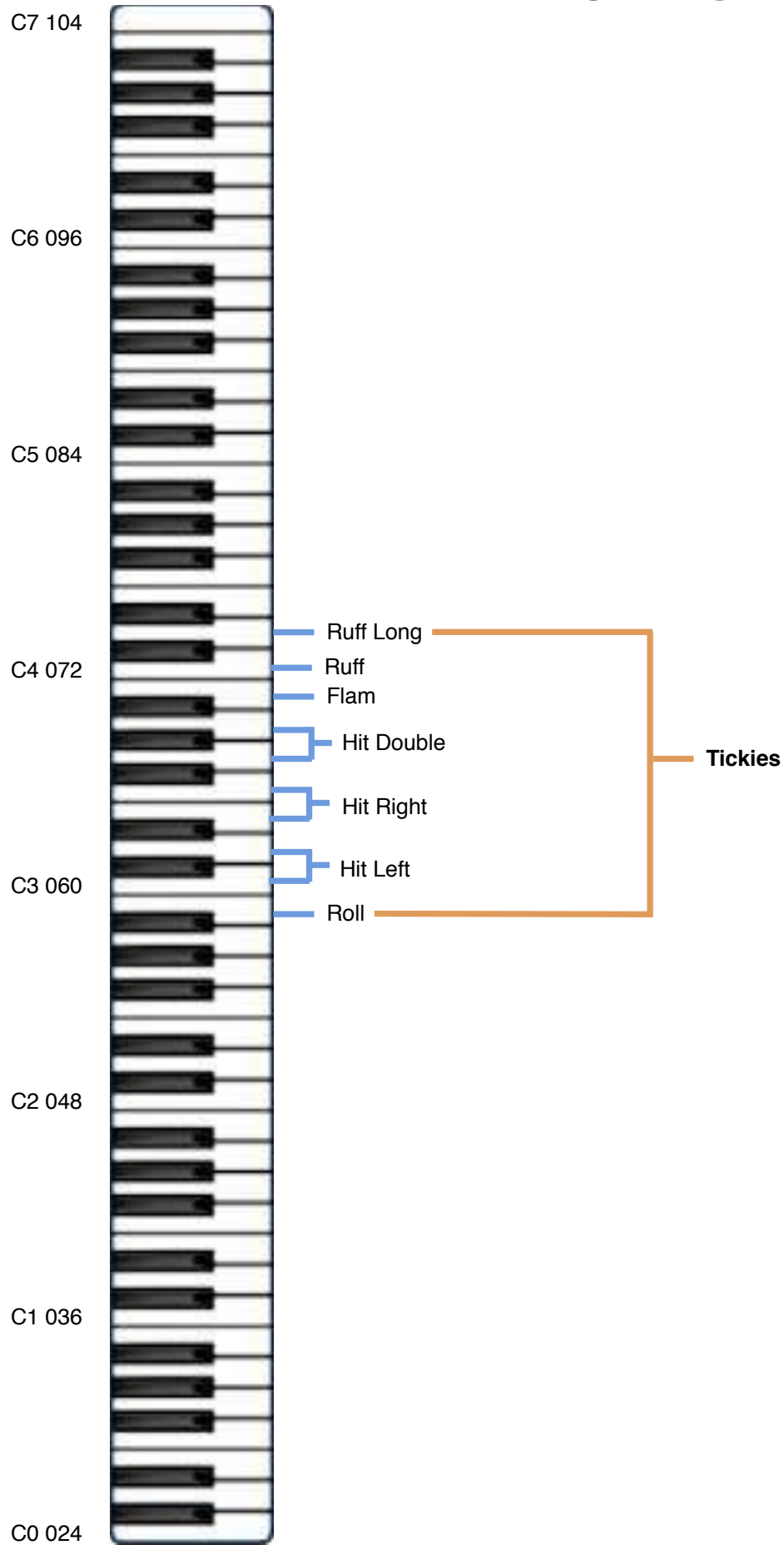
- Slits on Tongue Drum
- Slits on Tongue Drum
- Drum Hit
- Drum Hit
- Drum Flam
- Hits

C0 024

PULI STICKS - GROUP



TICKIES



ANKLUNGS

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Hits

Rolls



APPLE BOX

C7 104

C6 096

C5 084

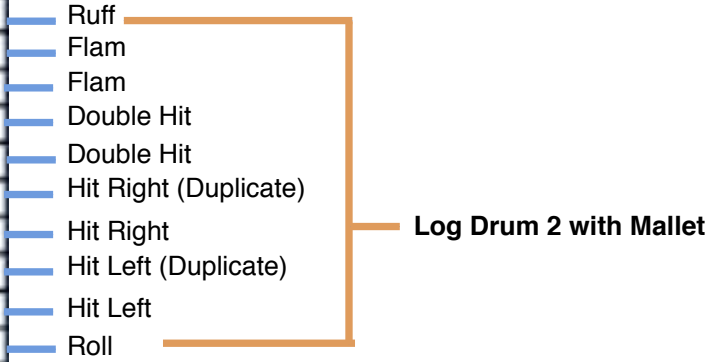
C4 072

C3 060

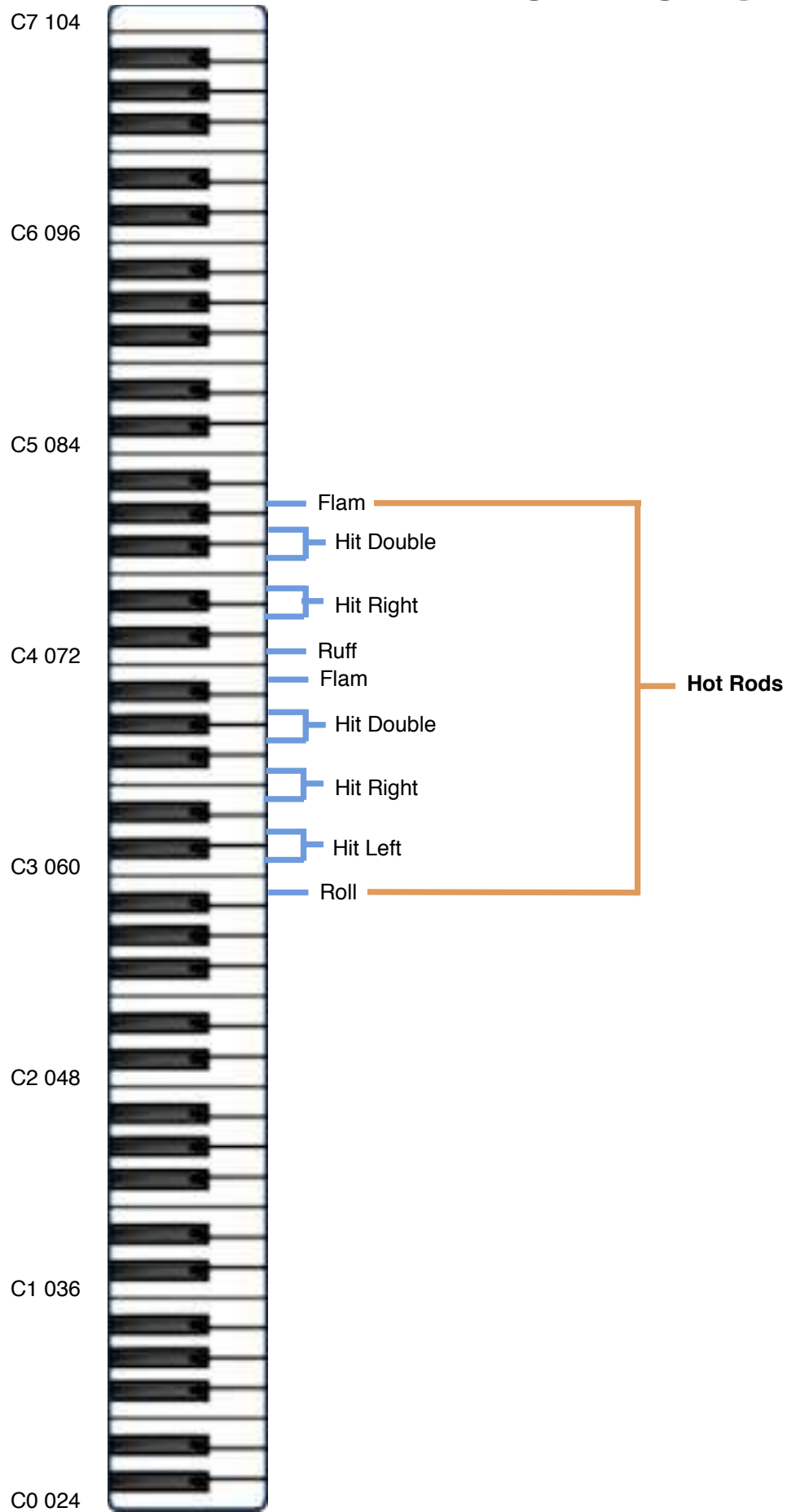
C2 048

C1 036

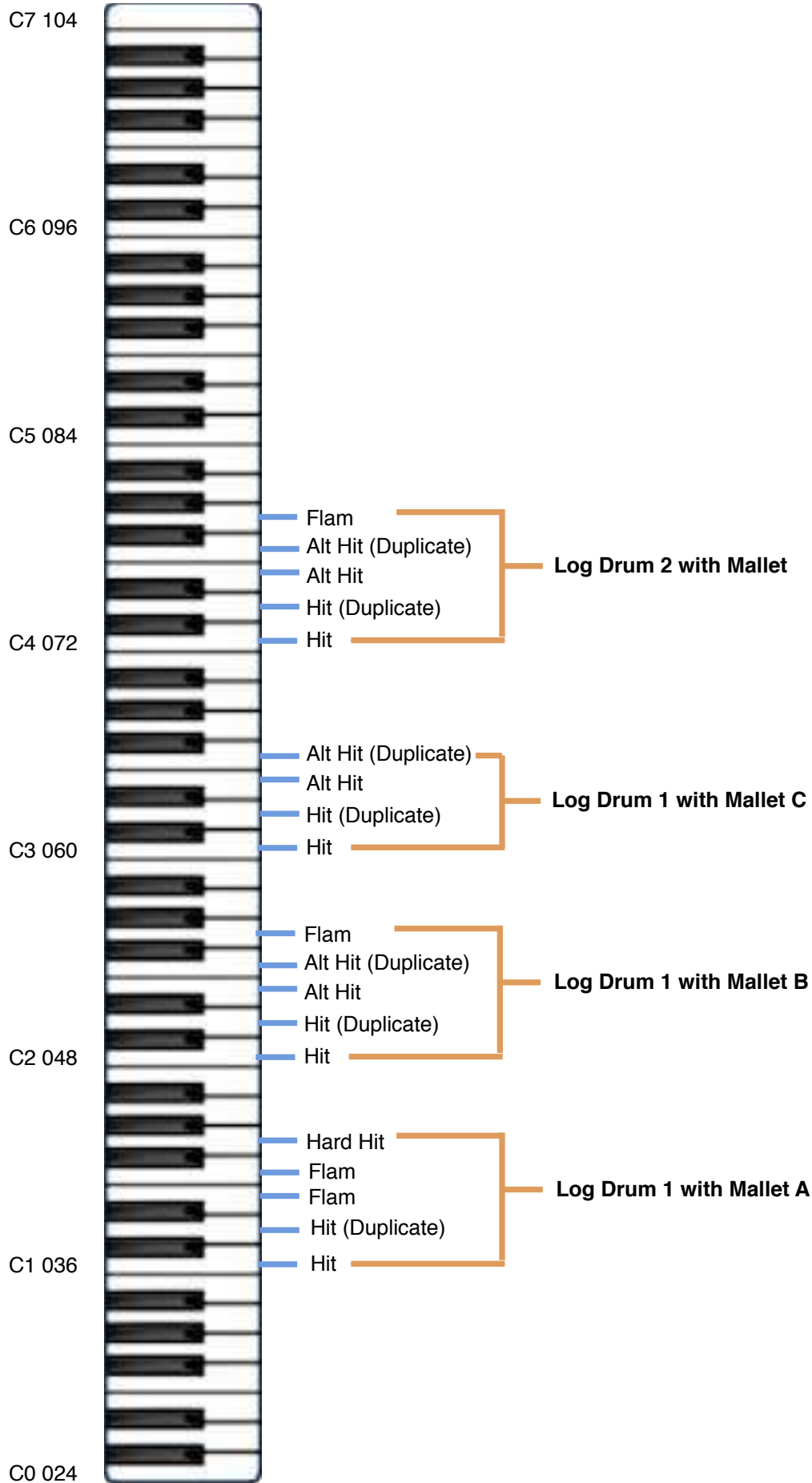
C0 024



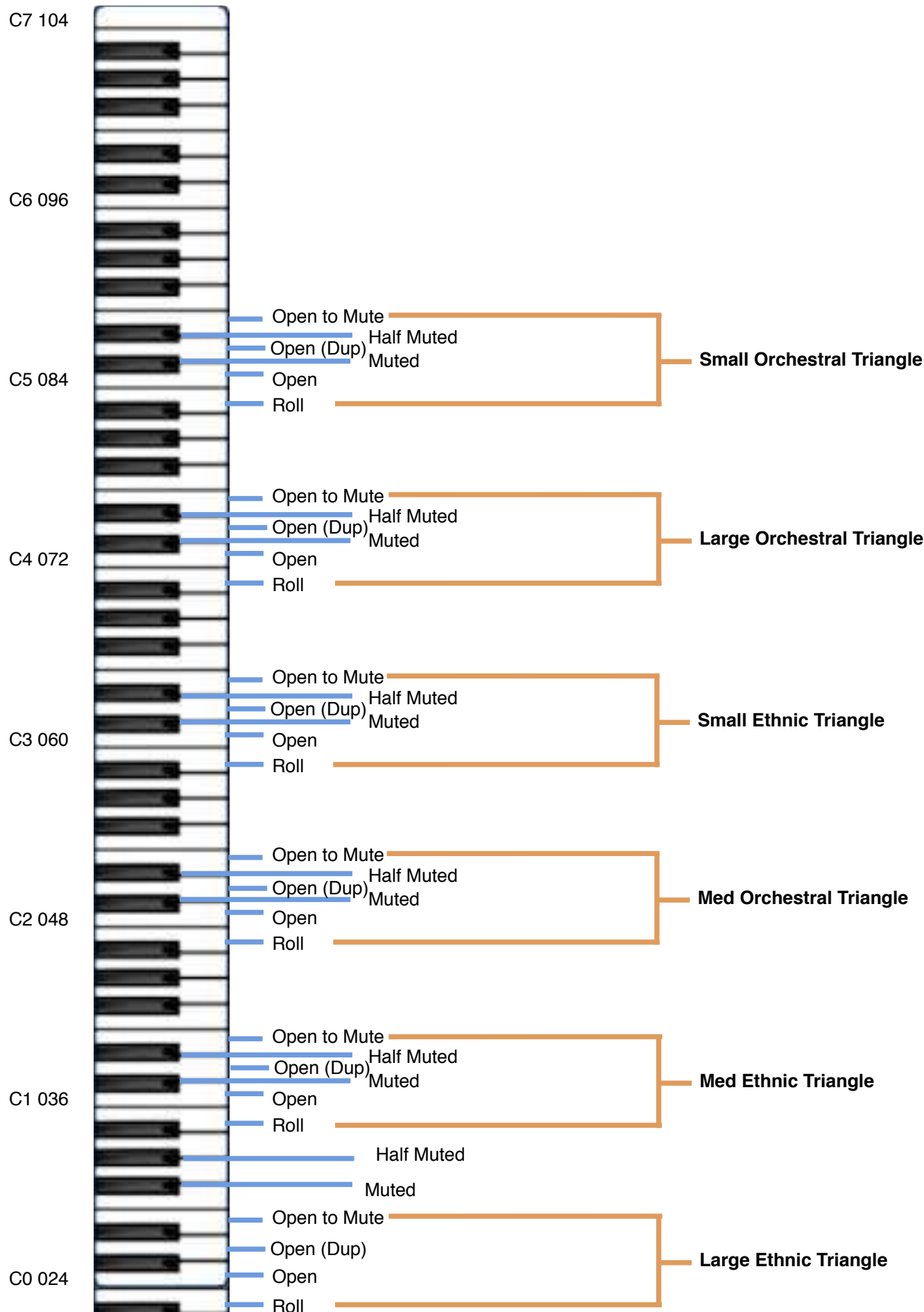
HOT RODS



LOG DRUM



TRIANGLES



MARK TREE

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024



Mark Tree

BELL TREE

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Bell Tree (White Keys Only)



SLEIGH BELLS

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

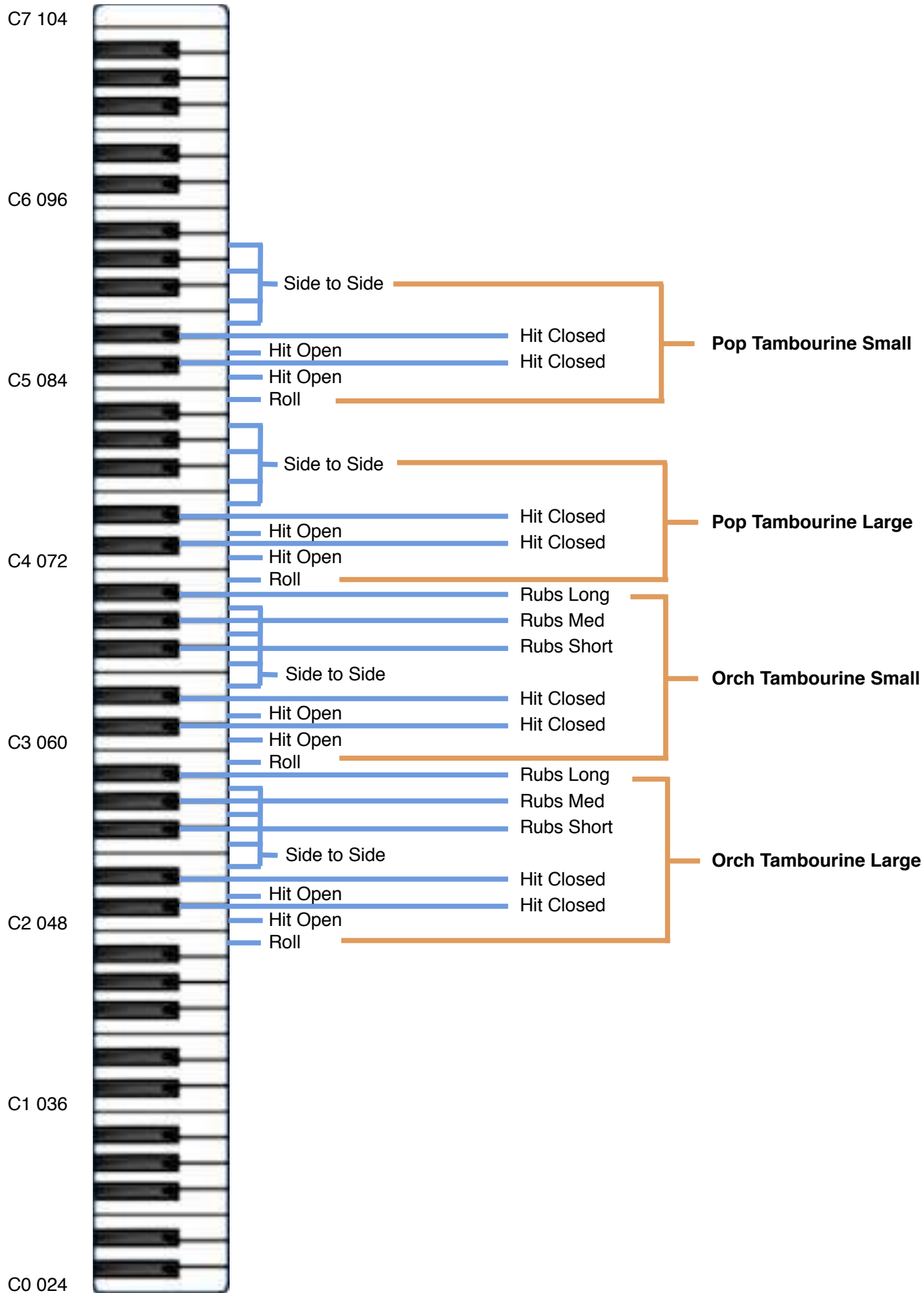
C0 024

Sleigh Bells Roll

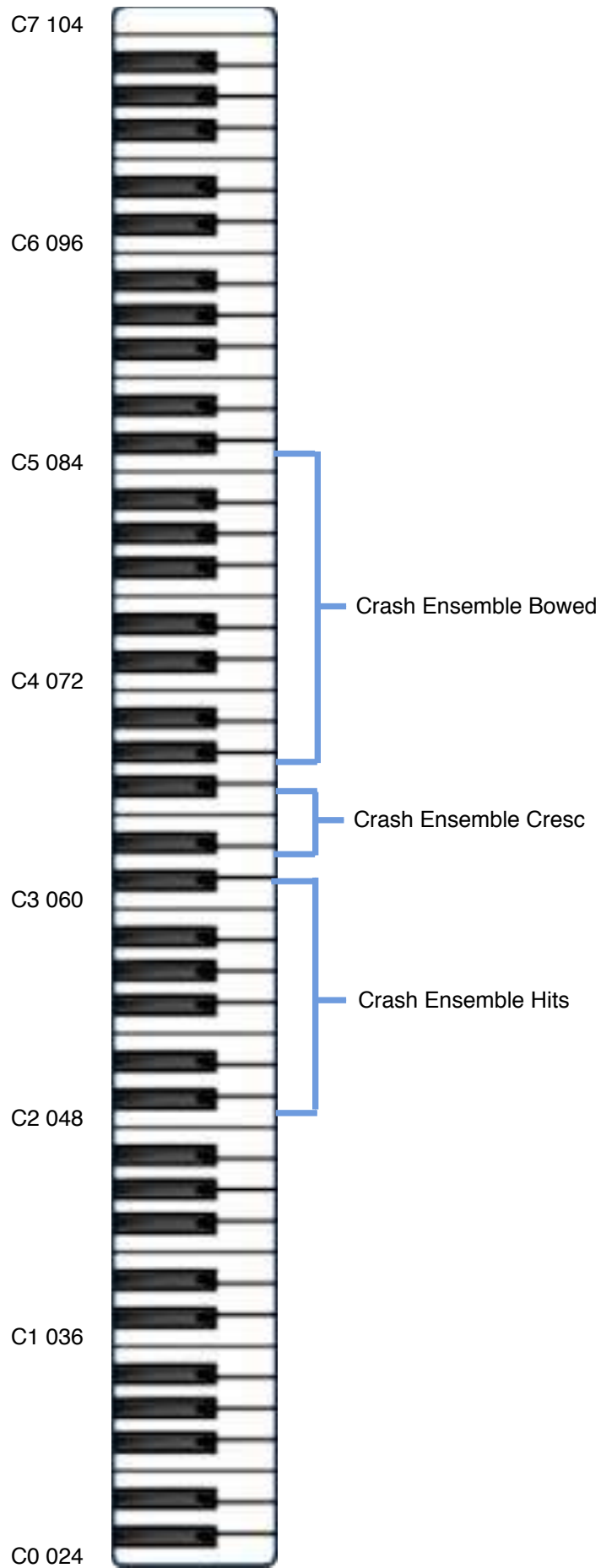
Sleigh Bells



TAMBOURINES



ENSEMBLE CRASHES



ENSEMBLE METAL HITS

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

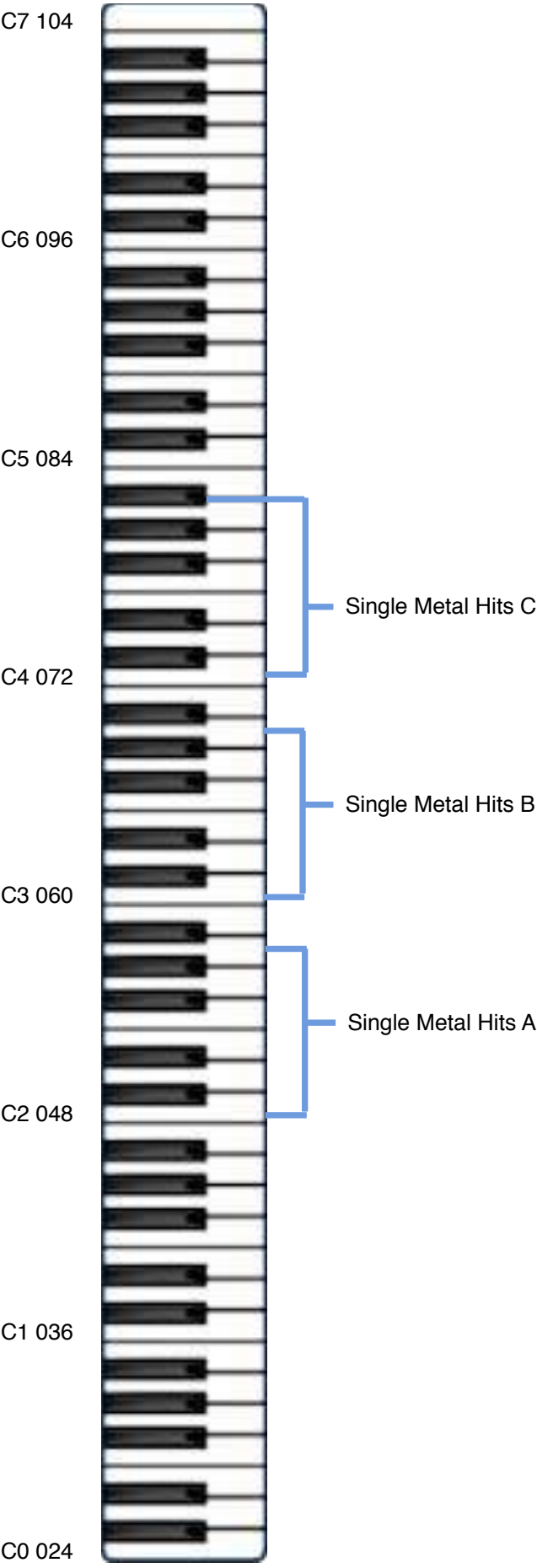
C1 036

C0 024

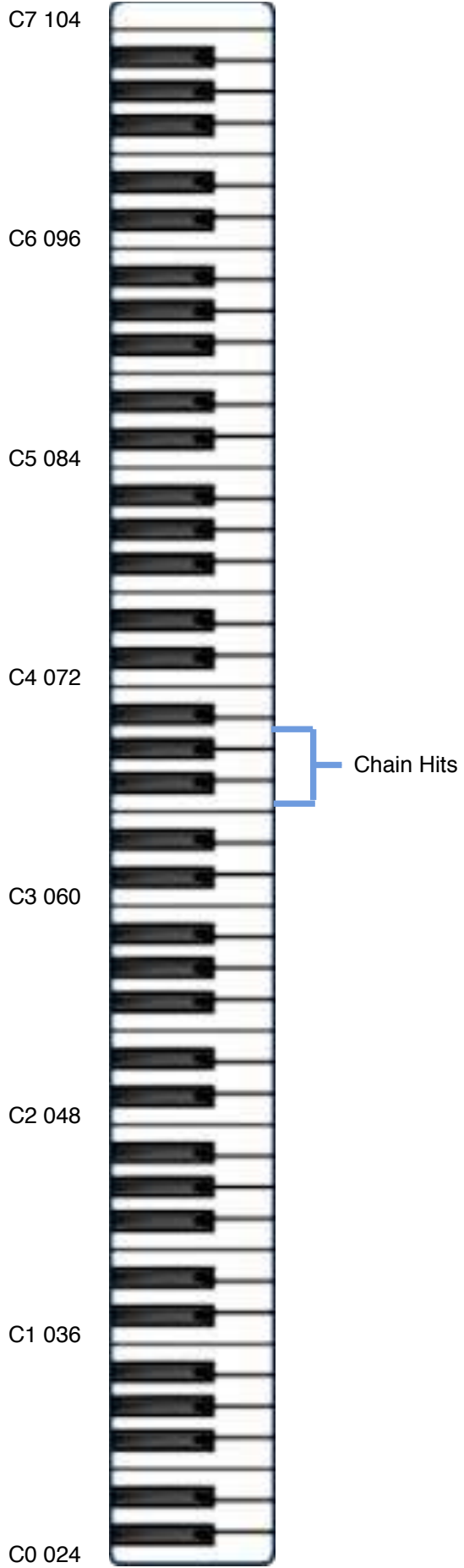


Metal Ensemble Hits

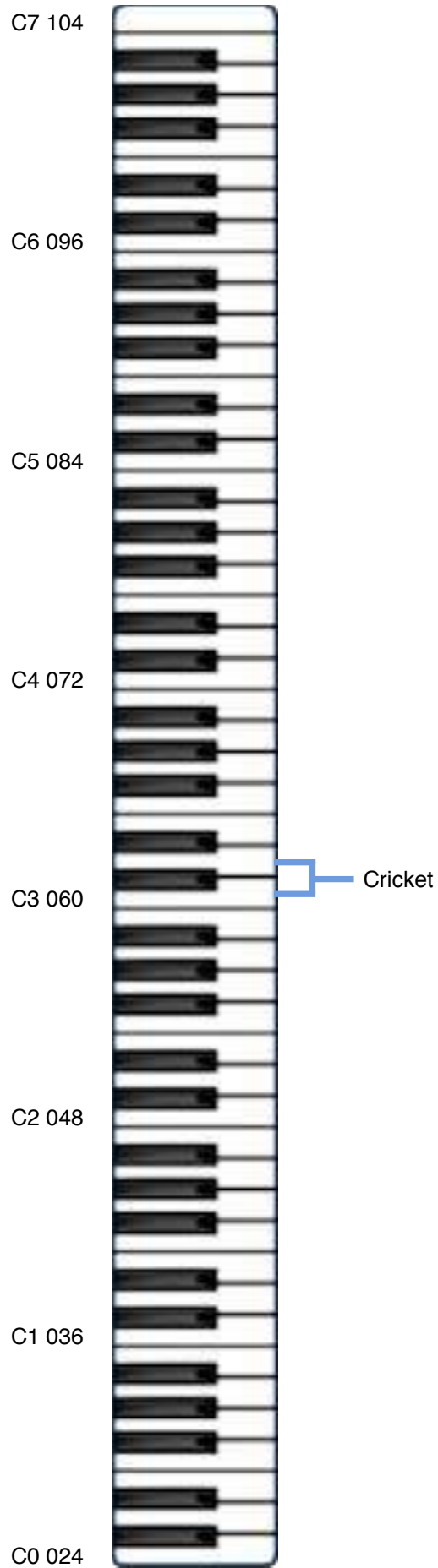
SINGLE METAL HITS



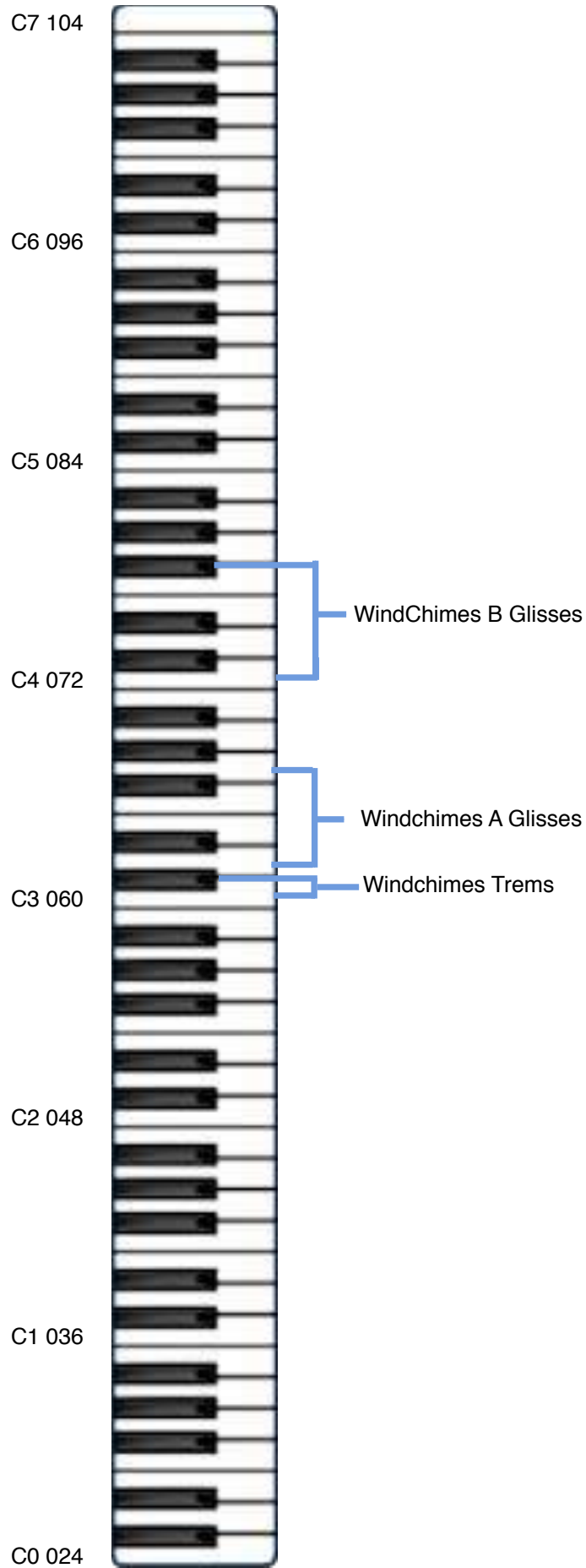
CHAIN HITS



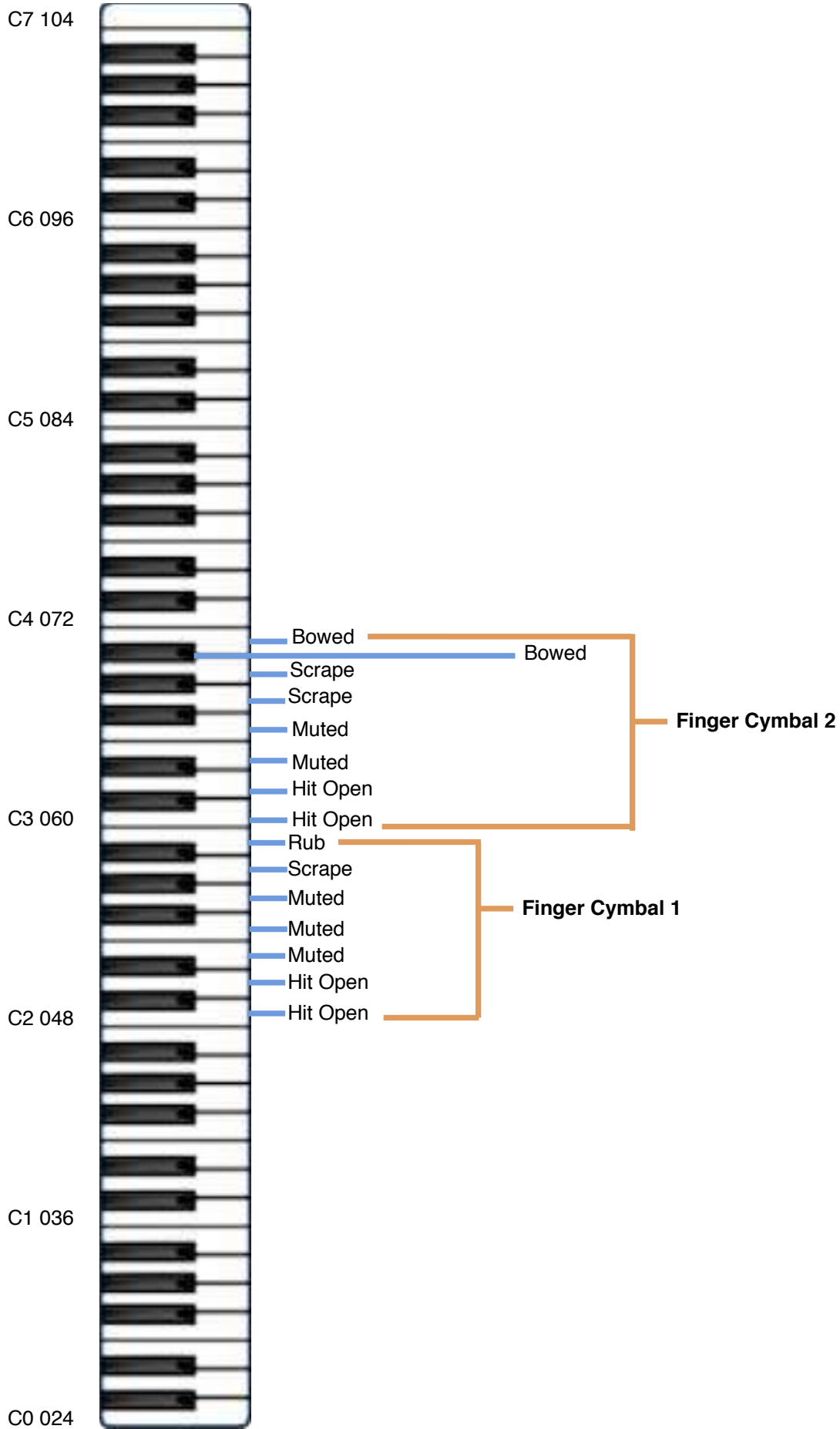
CRICKET



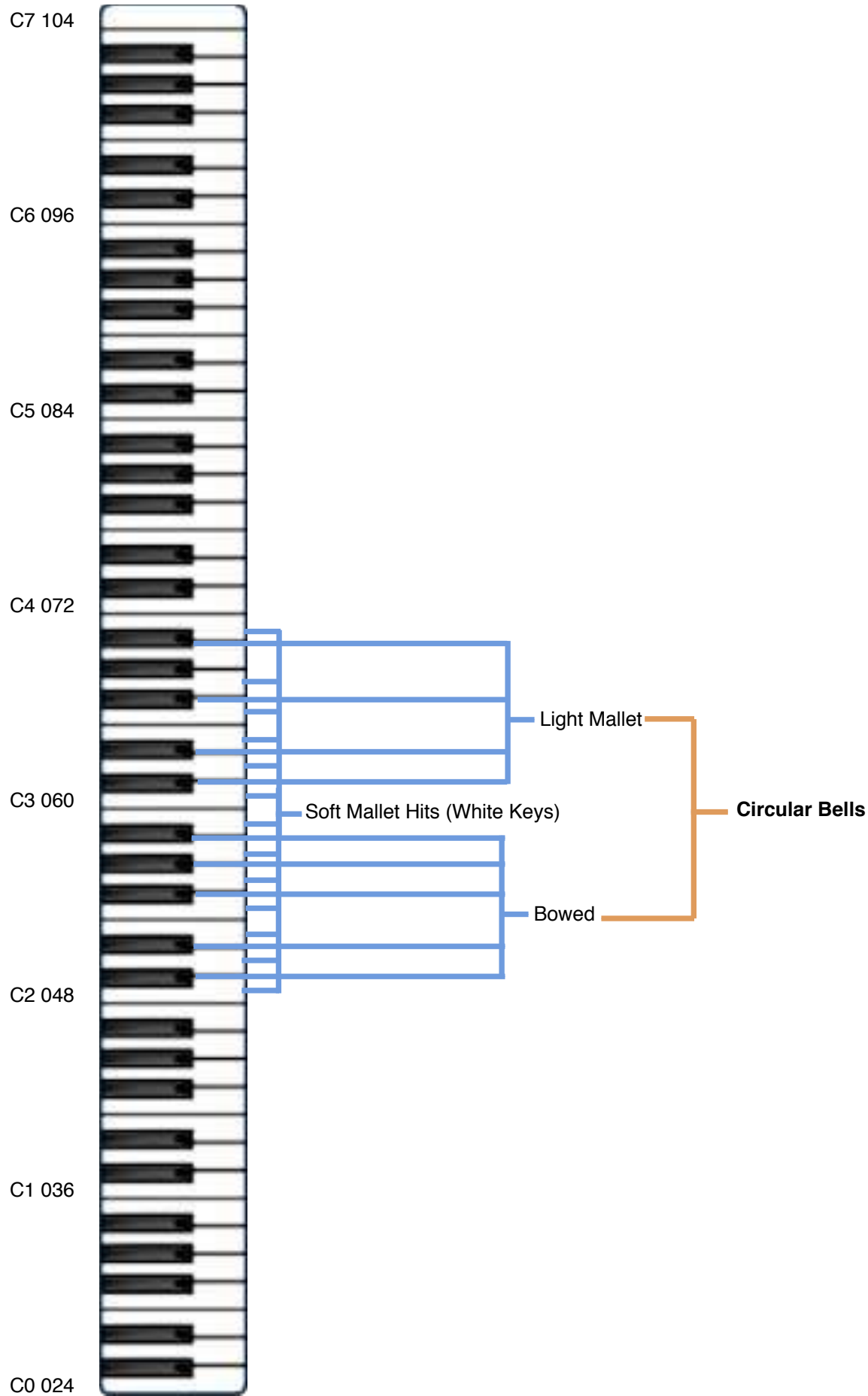
WIND CHIMES



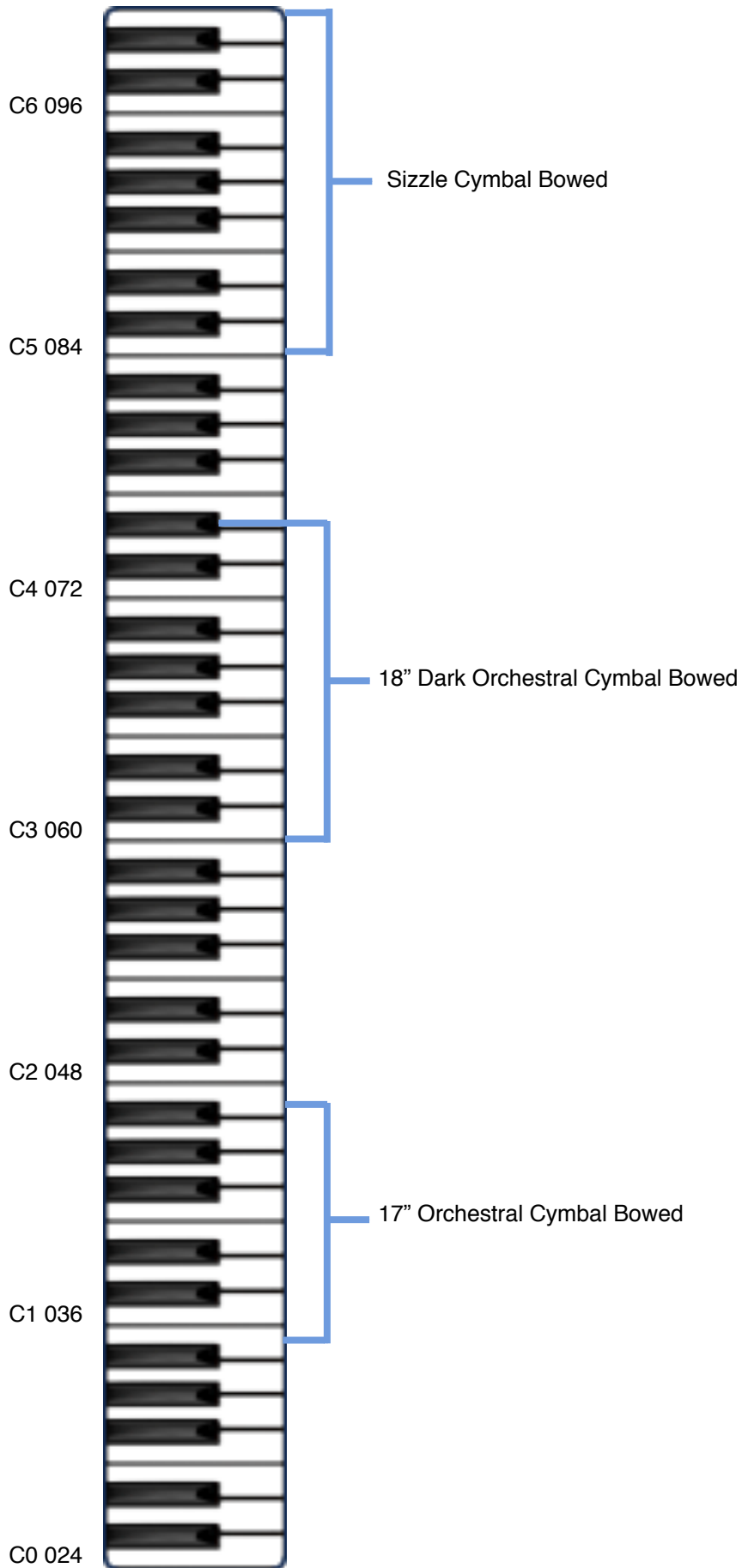
FINGER CYMBAL



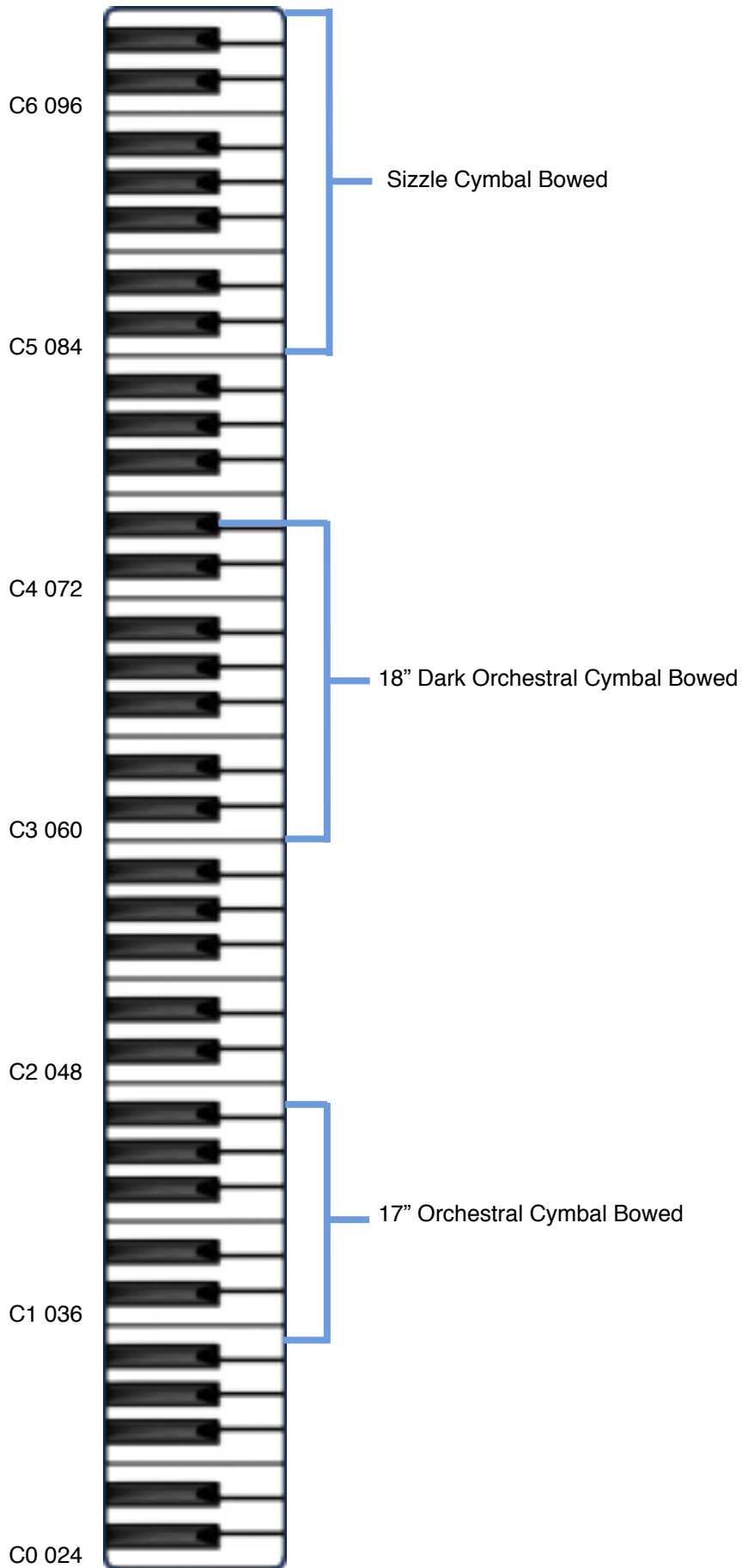
CIRCULAR BELLS



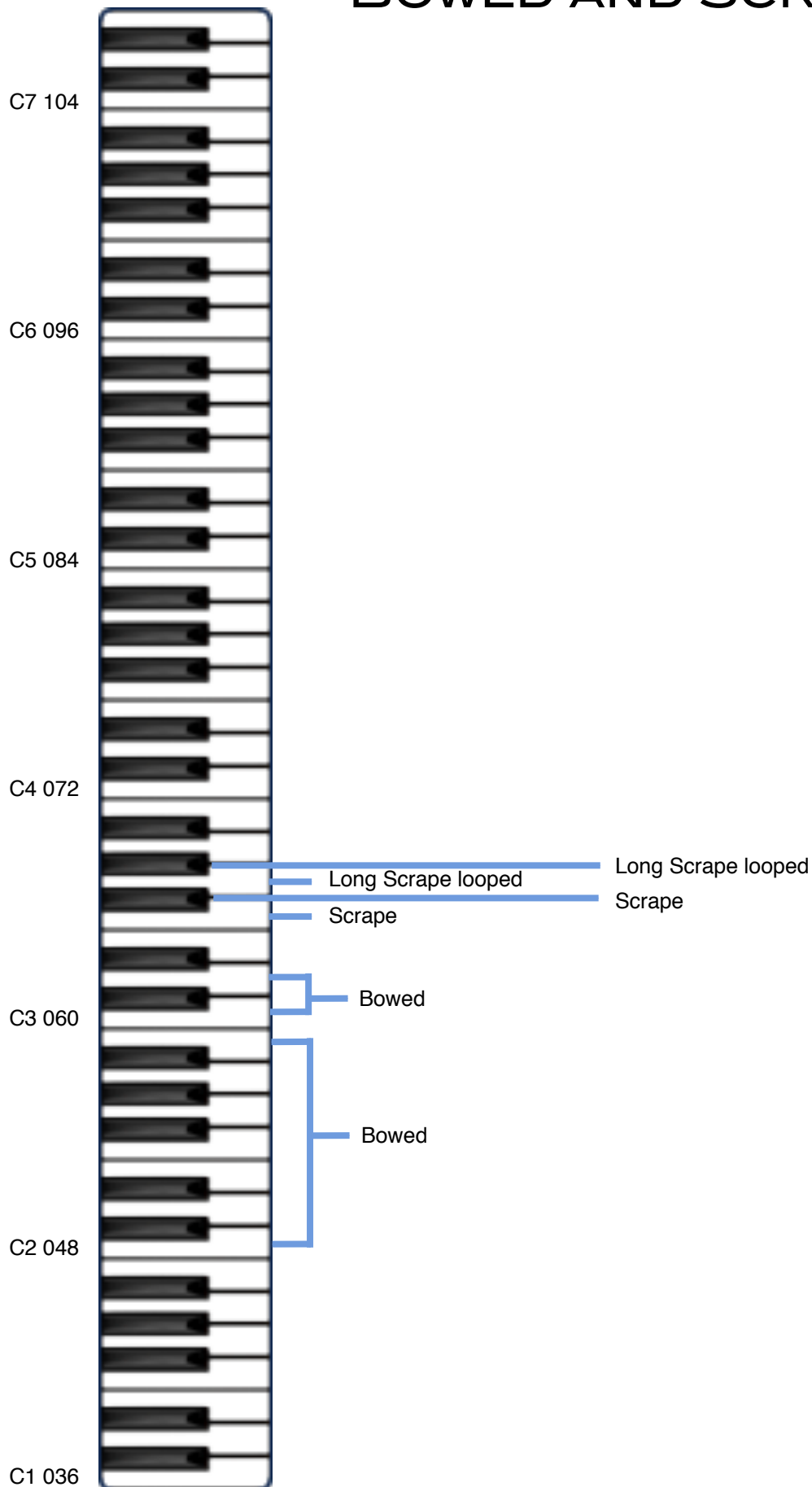
SUSPENDED CYMBALS - BOWED



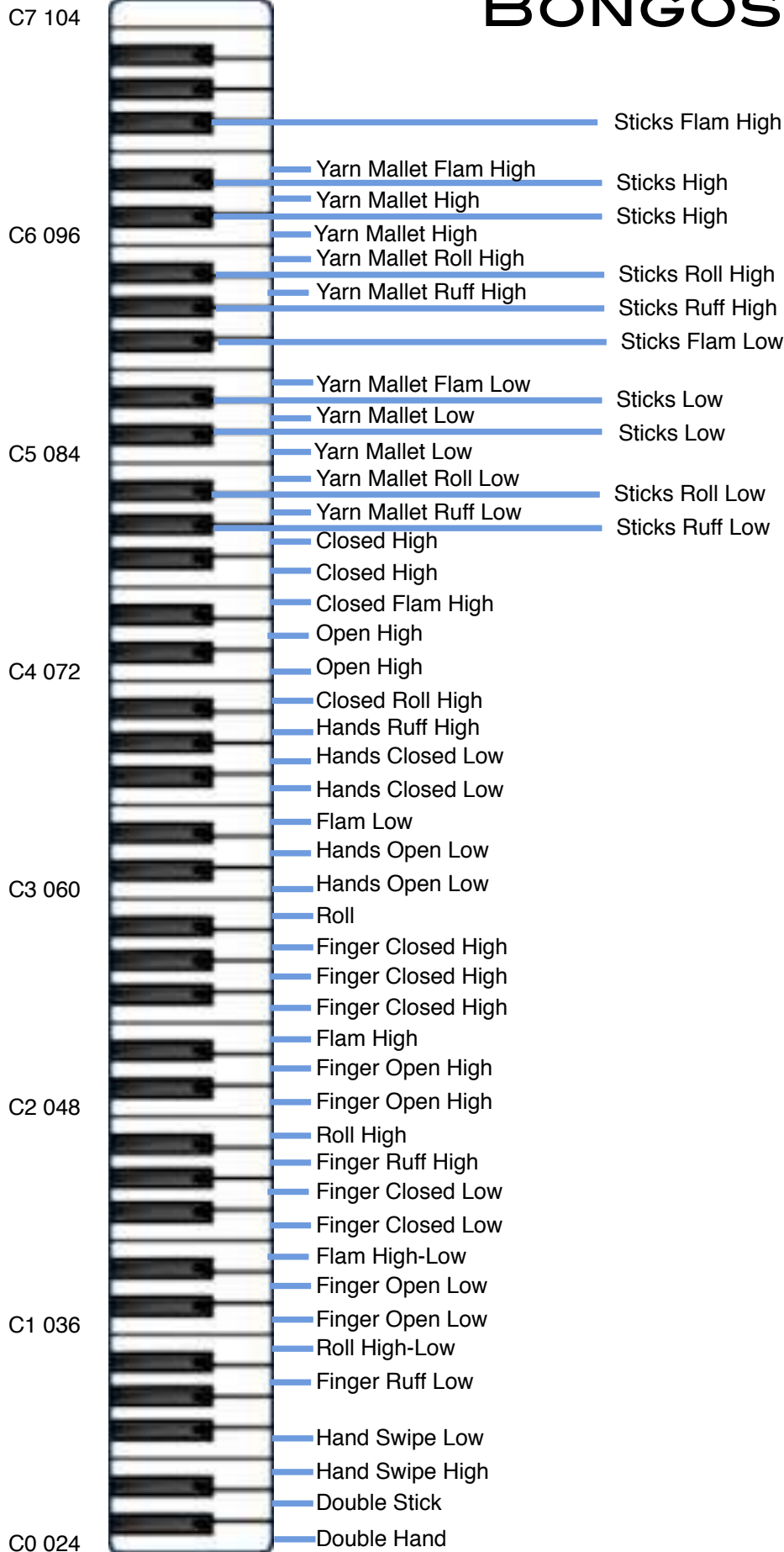
SUSPENDED CYMBALS - BOWED



GONGS + TAMTAM - BOWED AND SCRAPED



BONGOS



CONGAS

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024



Closed Flam High

Hit High (Duplicate)

Hit High

Closed Roll High

Closed Ruff High

Double Hit

Closed Flam Low

Hit Low (Duplicate)

Hit Low

Closed Roll Low

Closed Ruff Low

Hit High (Duplicate)

Closed Flam High

Closed Flam High

Hit High (Duplicate)

Hit High

Closed Roll High

Closed Ruff High

Hit Low

Closed Flam Low

Closed Flam Low

Hit Low (Duplicate)

Hit Low

Closed Roll Low

Closed Ruff Low

Flam High

Hit High (Duplicate)

Hit High

Roll High

Flam High

Flam Low

Hit Low (Duplicate)

Hit Low

Roll Low

Ruff Low

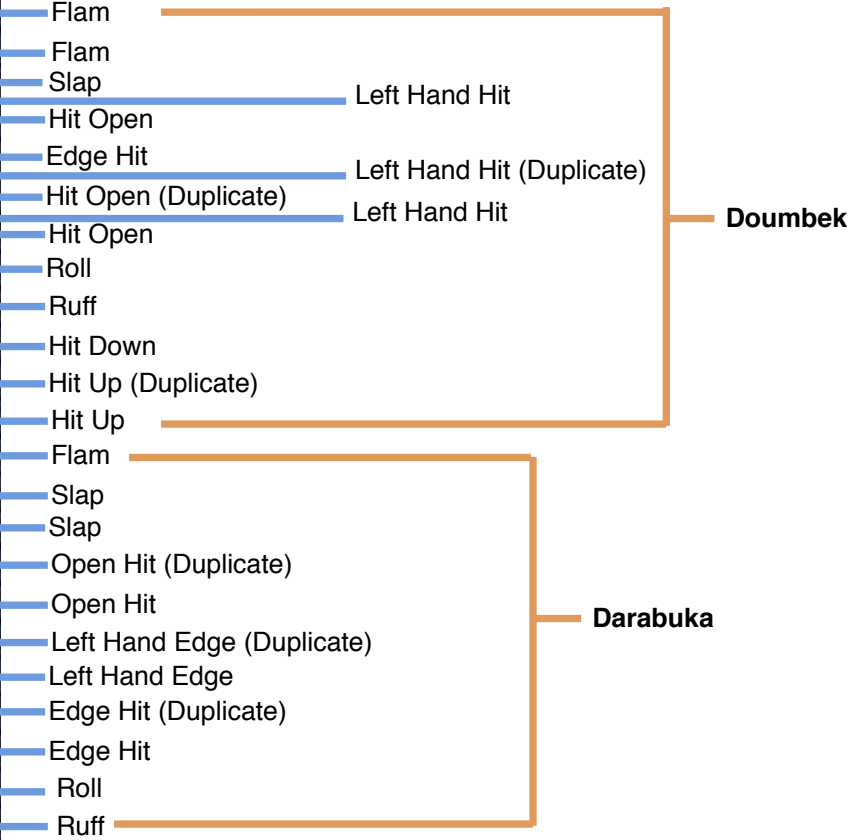
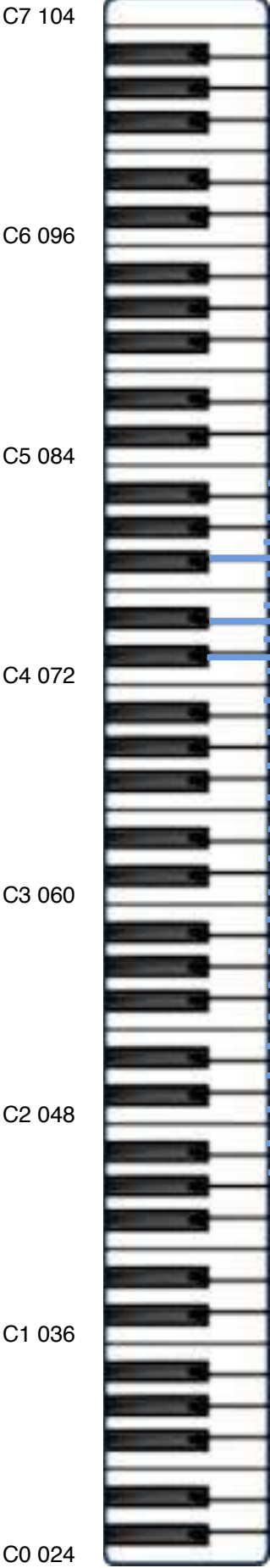
Double Hit High

With Sticks

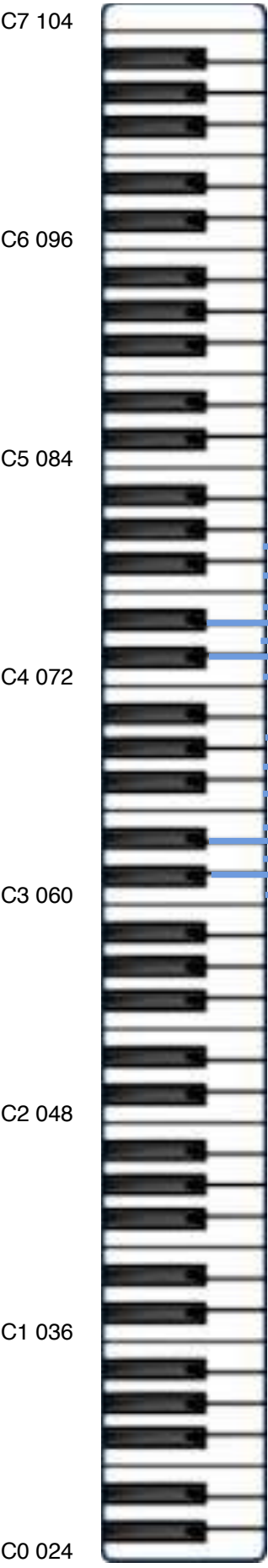
With Hands

With Mallets

DOUMBЕК, DARABUKA

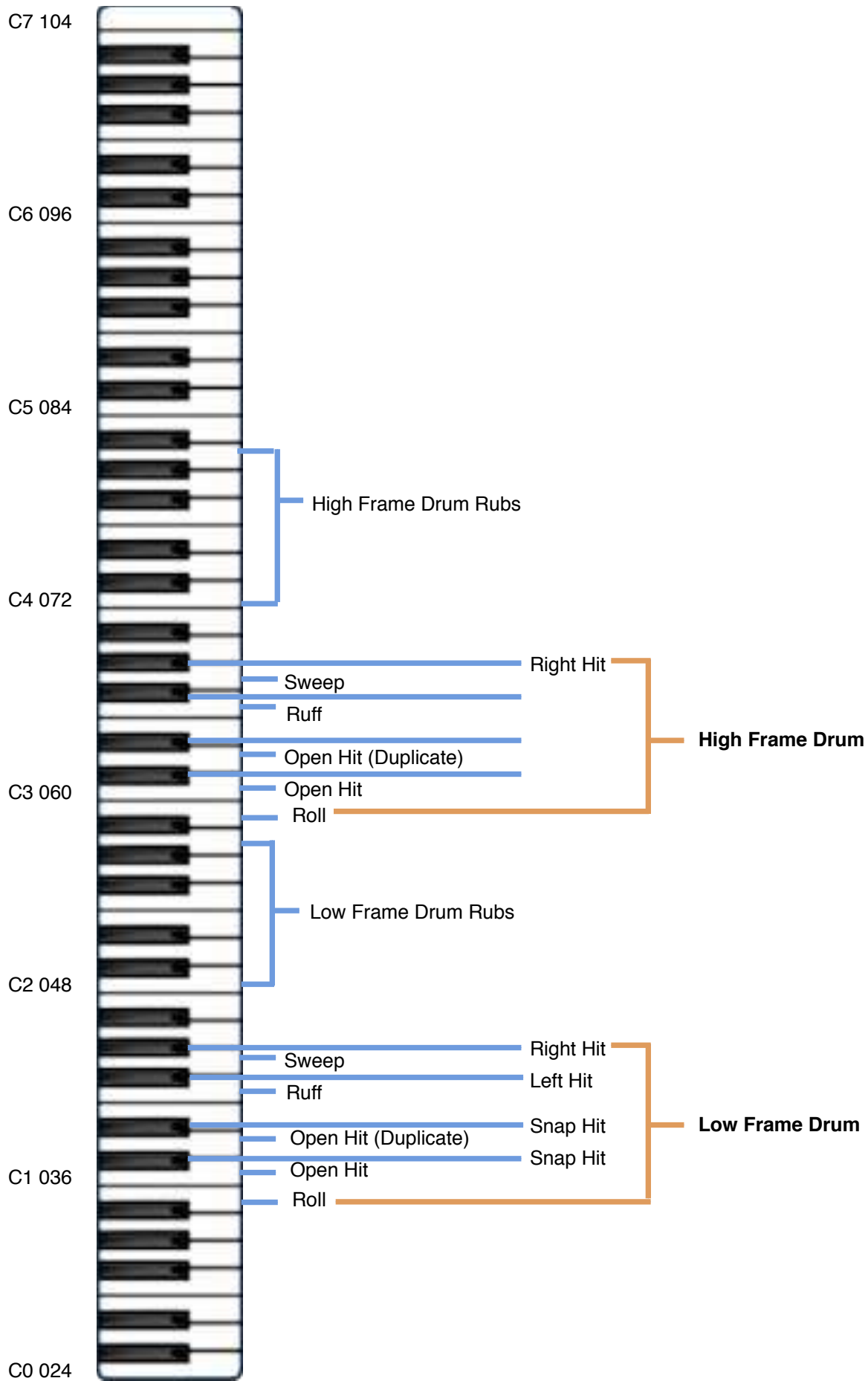


BODHRAN

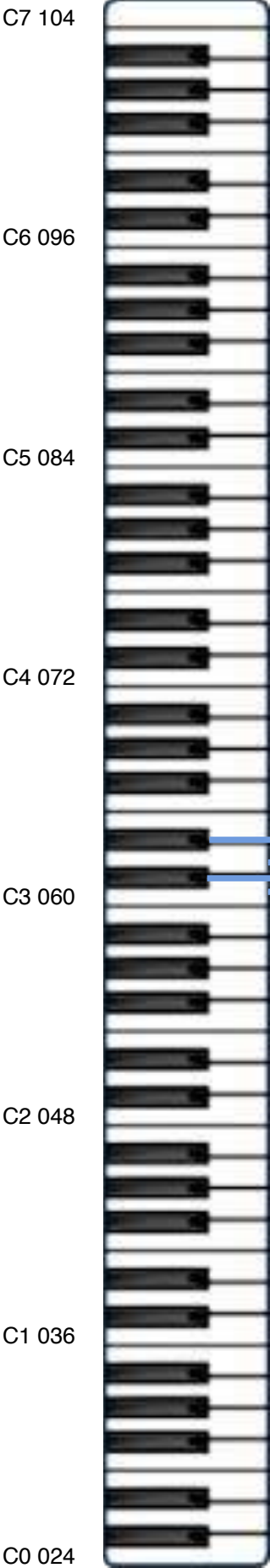


- Hit Half Open
- Ruff Open
- Ruff Closed
- Hit Low Open (Duplicate)
- Hit Low Open
- Rims (Duplicate)
- Rims
- Hit Damp
- Hit Half Open
- Ruff Open
- Ruff Closed
- Hit Low Open (Duplicate)
- Hit Low Open
- Rims (Duplicate)
- Rims

FRAME DRUM

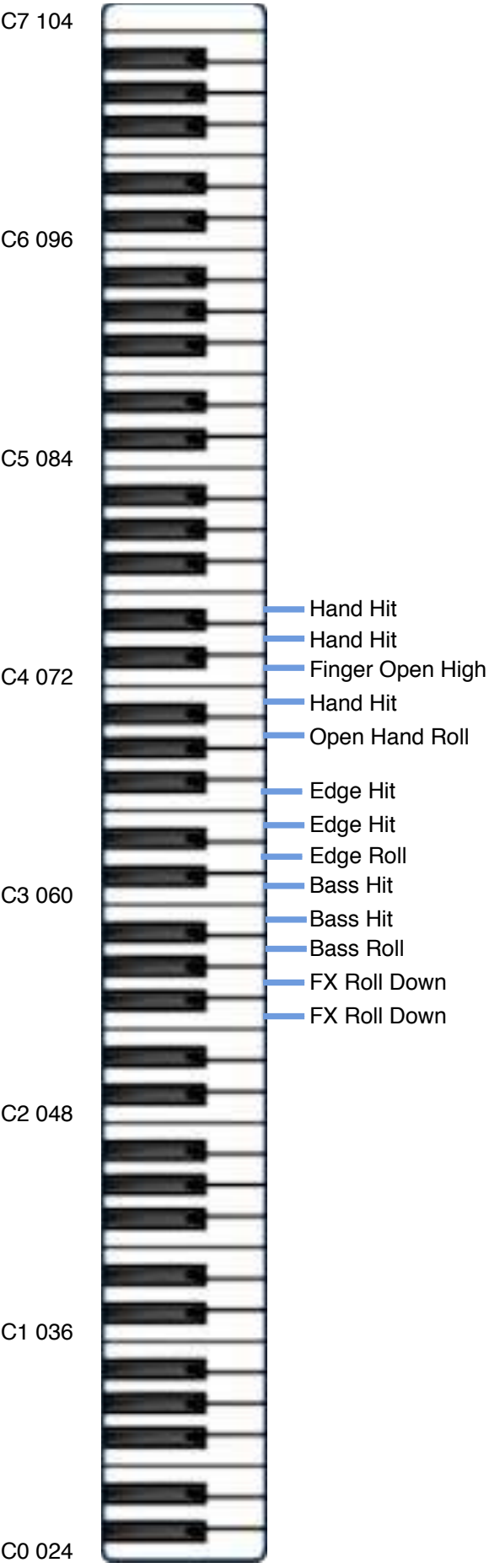


DAFF

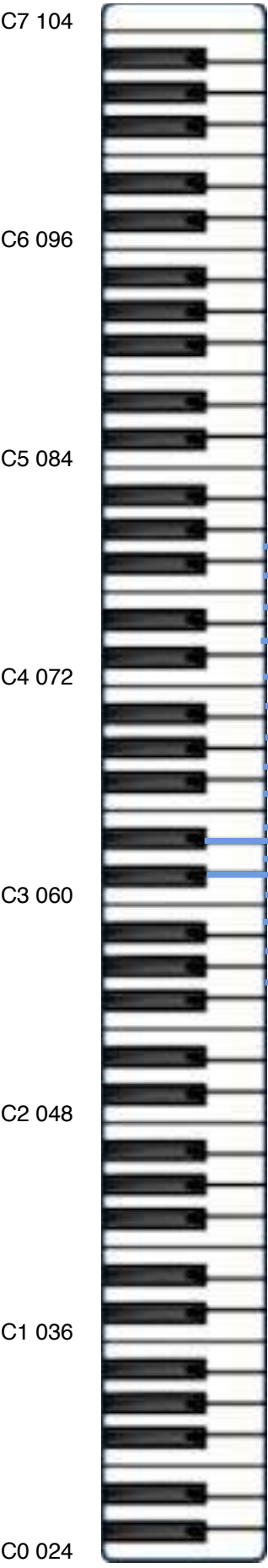


- Shake
- Open Hit (Duplicate)
- Open Hit
- Roll
- Edge Hit
- Edge Hit

CAJON



TIMBALES



- Double Hit High
- Double Hit High
- Flam High
- Hit High
- Hit High
- Roll High
- Ruff Long High
- Ruff High
- Hit Low (Duplicate)
- Flam Low
- Rim Hit
- Hit Low
- Rim Hit
- Hit Low
- Roll Low
- Ruff Long Low
- Ruff Low

TALKING DRUM

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

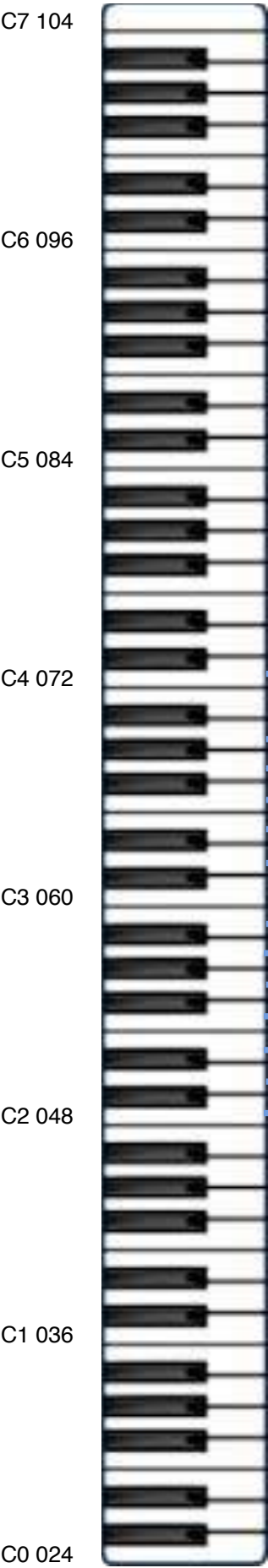
C1 036

C0 024



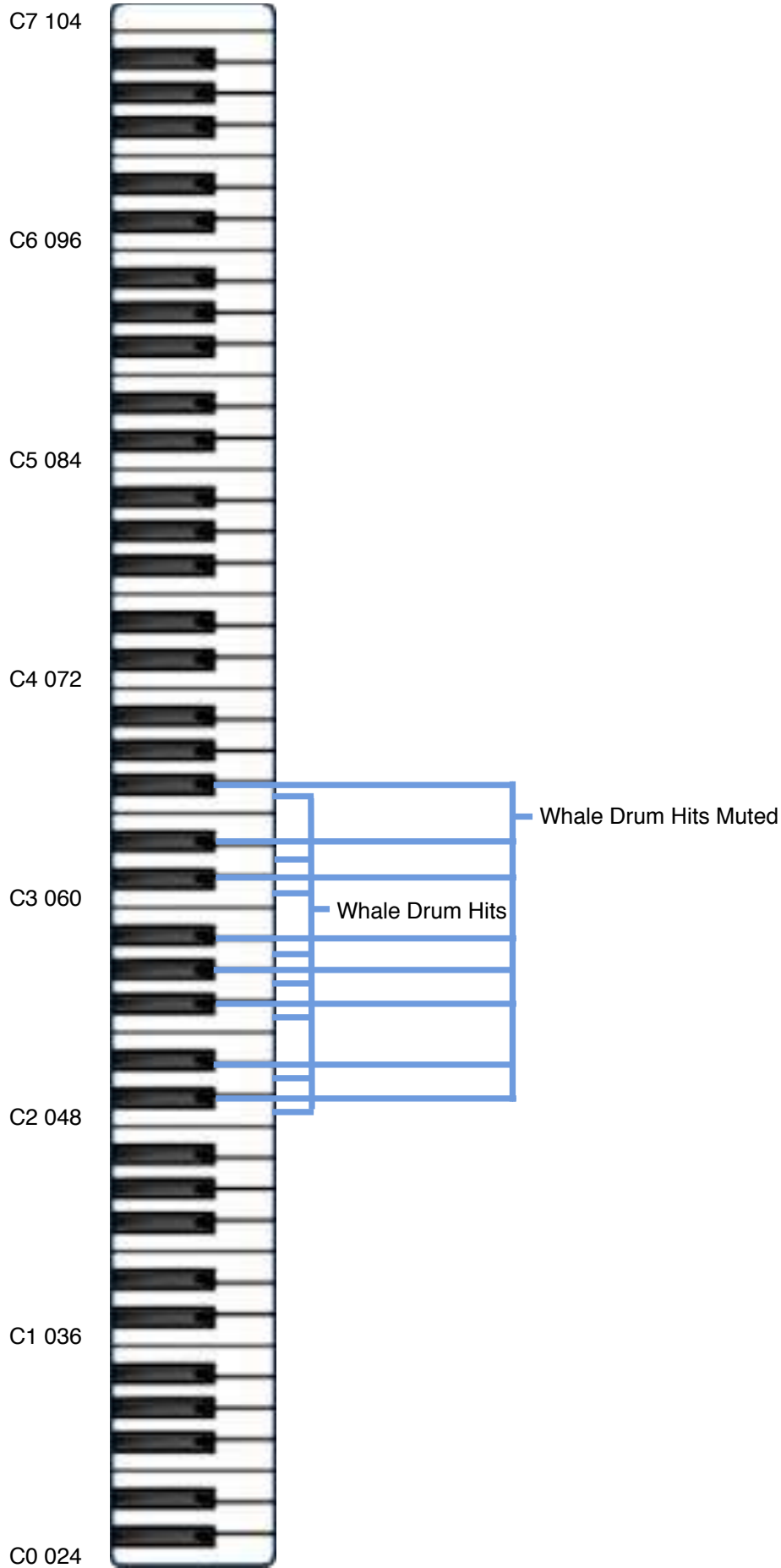
- High Low
- High Low
- Low High
- Low High
- Dead Stroke (Duplicate)
- Dead Stroke
- High Hit (Duplicate)
- High Hit
- Low Hit (Duplicate)
- Low Hit

UDU

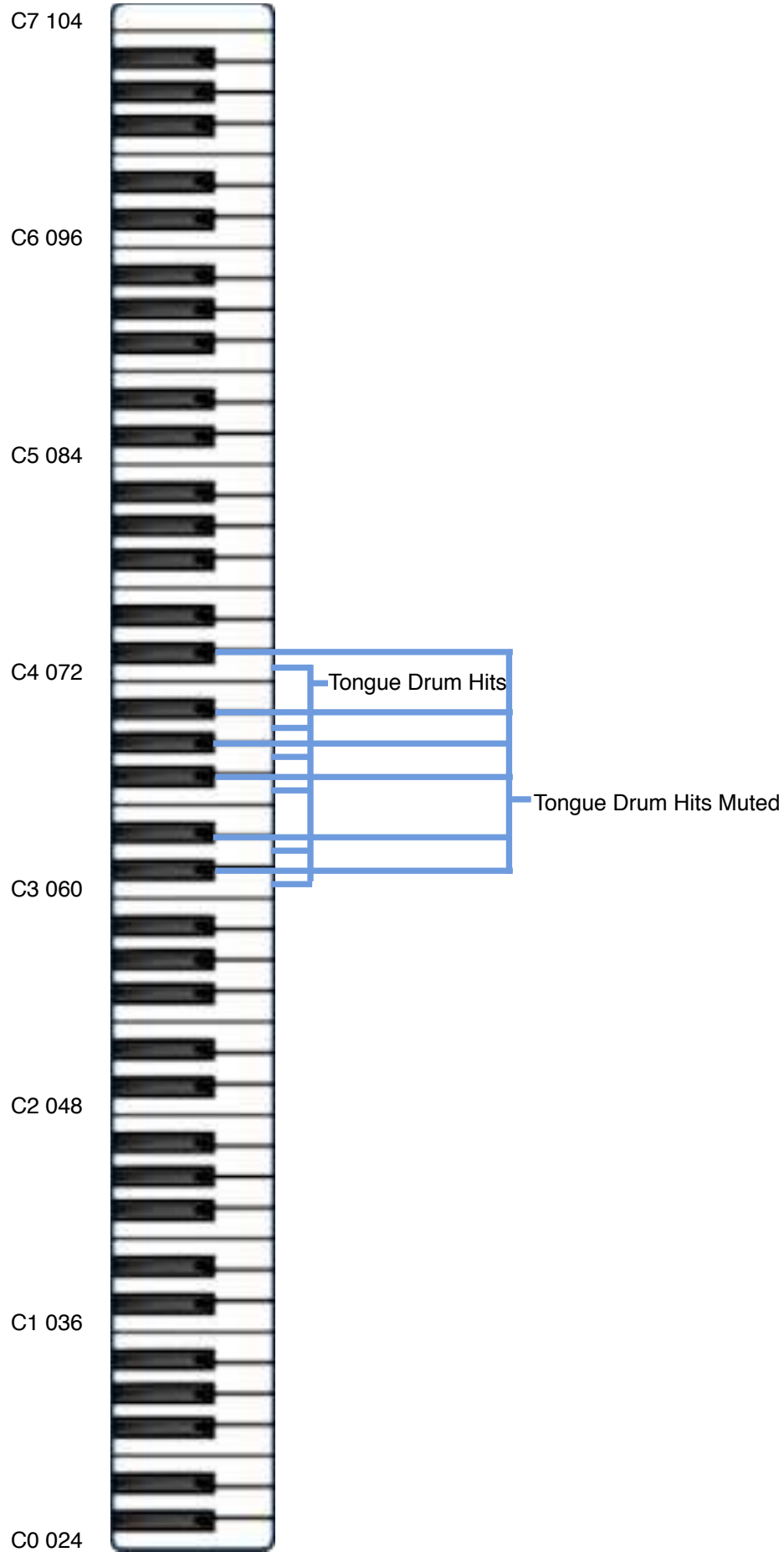


- Descrescendo Roll
- Descrescendo Roll
- Bowl Hit (Duplicate)
- Bowl Hit
- Hole Stroke Extra (Duplicate)
- Hole Stroke Extra
- Hole Stroke (Duplicate)
- Hole Stroke
- Delayed Open (Duplicate)
- Delayed Open
- Rest Release (Duplicate)
- Rest Release
- Double Open (Duplicate)
- Double Open
- Single Open (Duplicate)
- Single Open

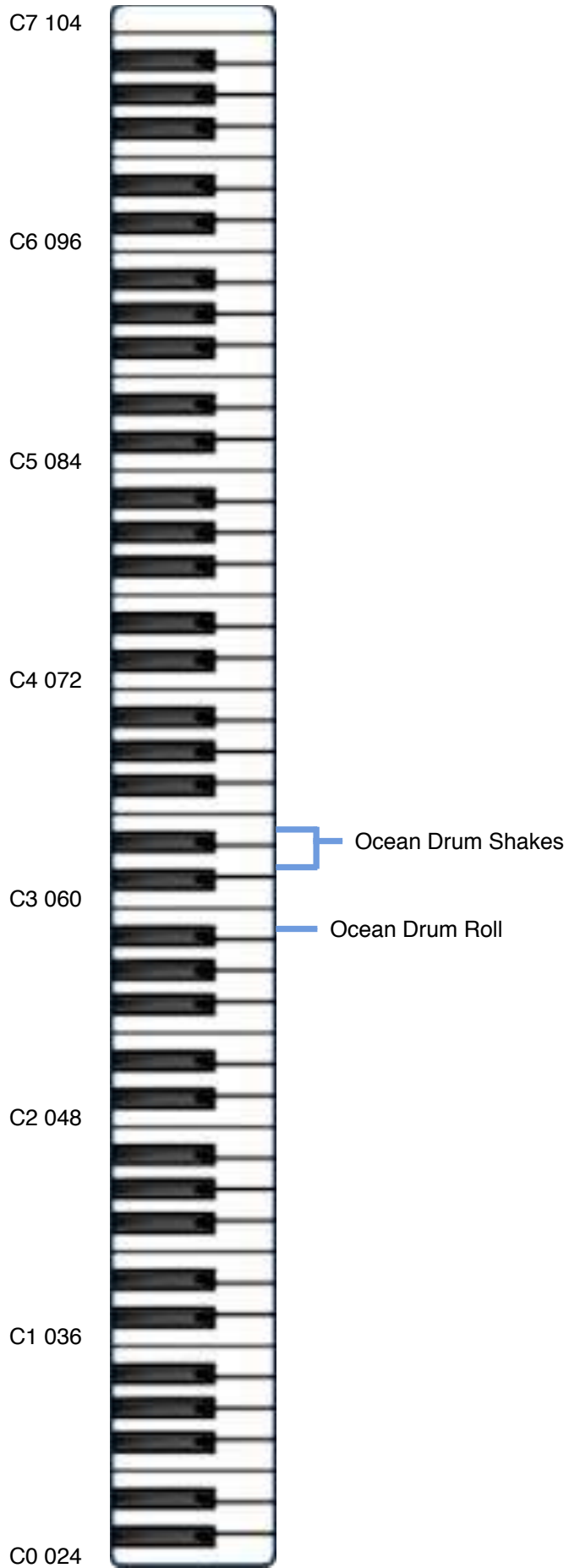
WHALE DRUM



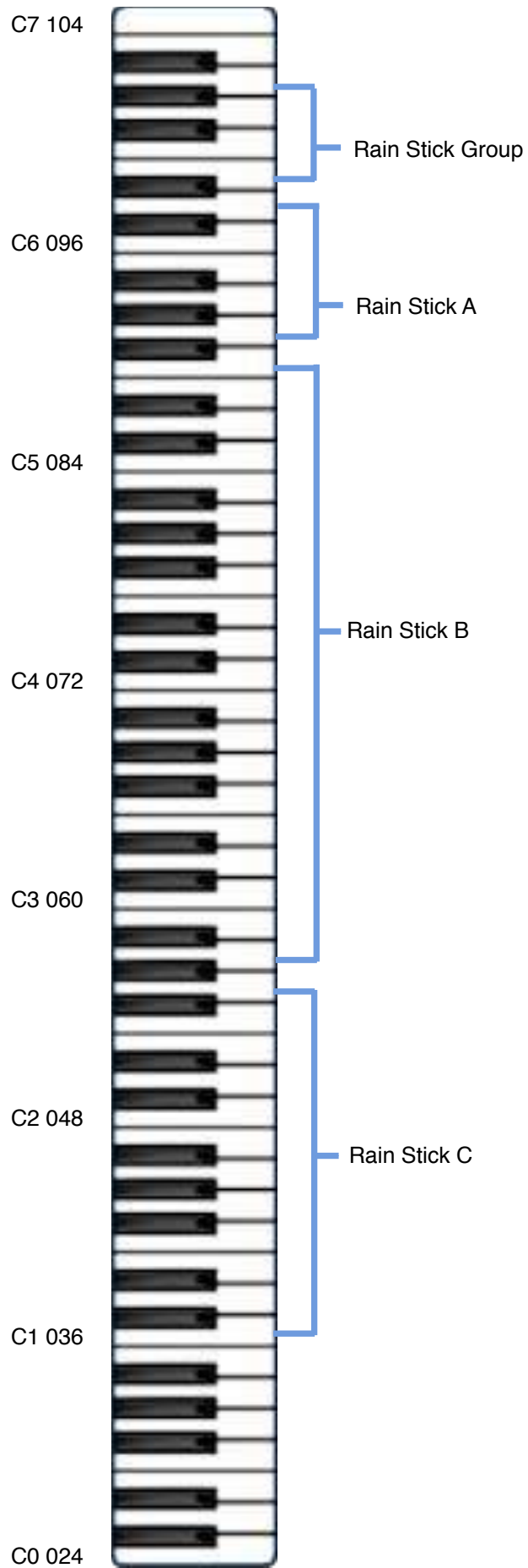
TONGUE DRUM



OCEAN DRUM



RAIN STICKS



TAMBOURIKA

C7 104

C6 096

C5 084

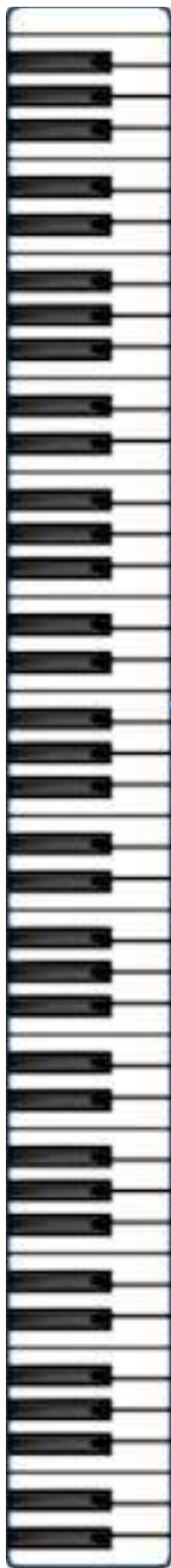
C4 072

C3 060

C2 048

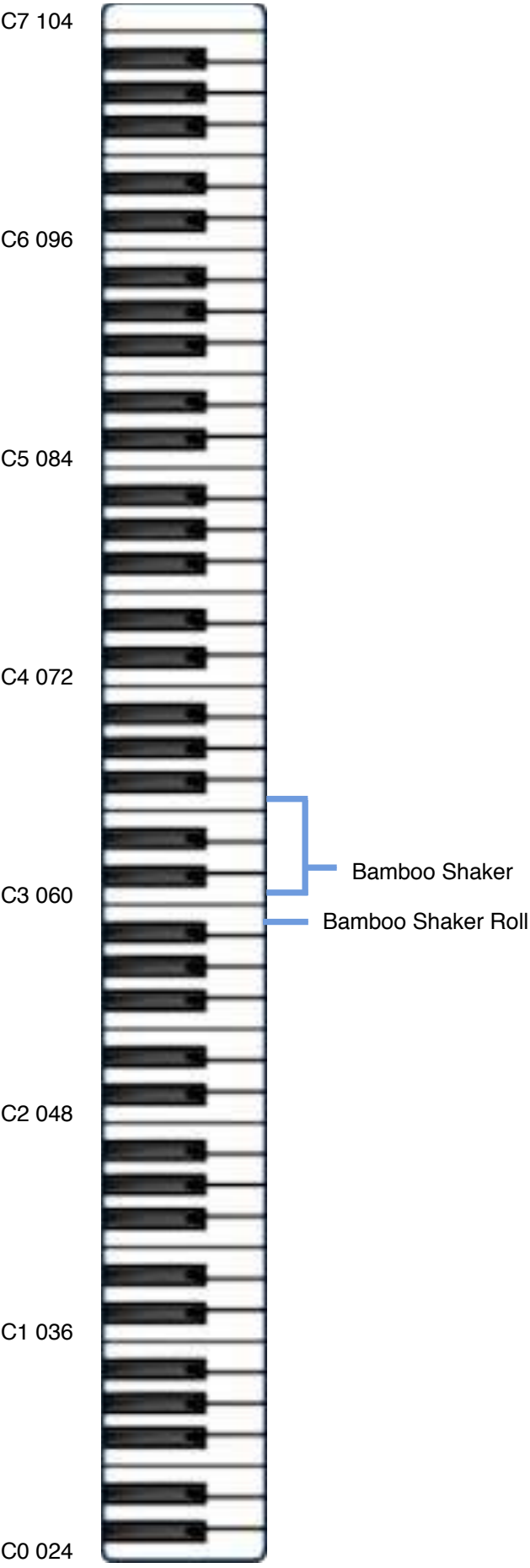
C1 036

C0 024



- Ruff
- Flam
- Double Hit
- Right Hit High (Duplicate)
- Right Hit High
- Left Hit Low (Duplicate)
- Left Hit Low
- Roll

BAMBOO SHAKER



PLASTIC PEAR + TURTLE SHELL SHAKERS

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024



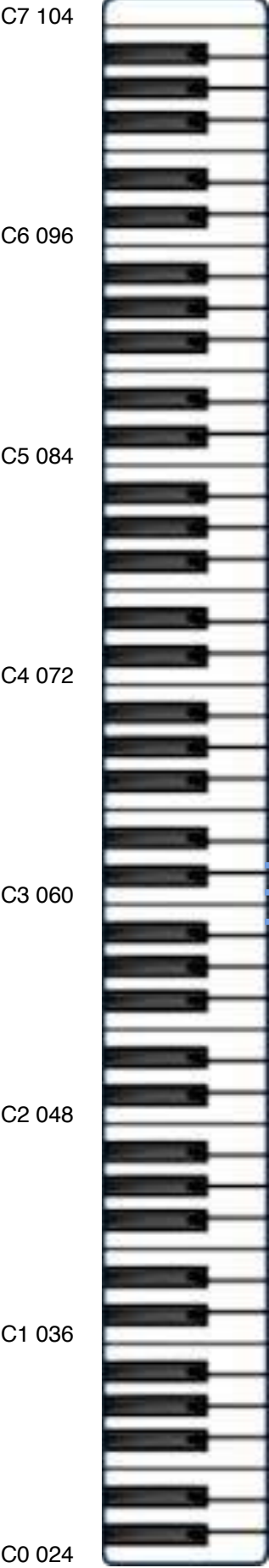
Plastic Pear Shaker Hits

Plastic Pear Shaker Roll

Turtle Shell Hits

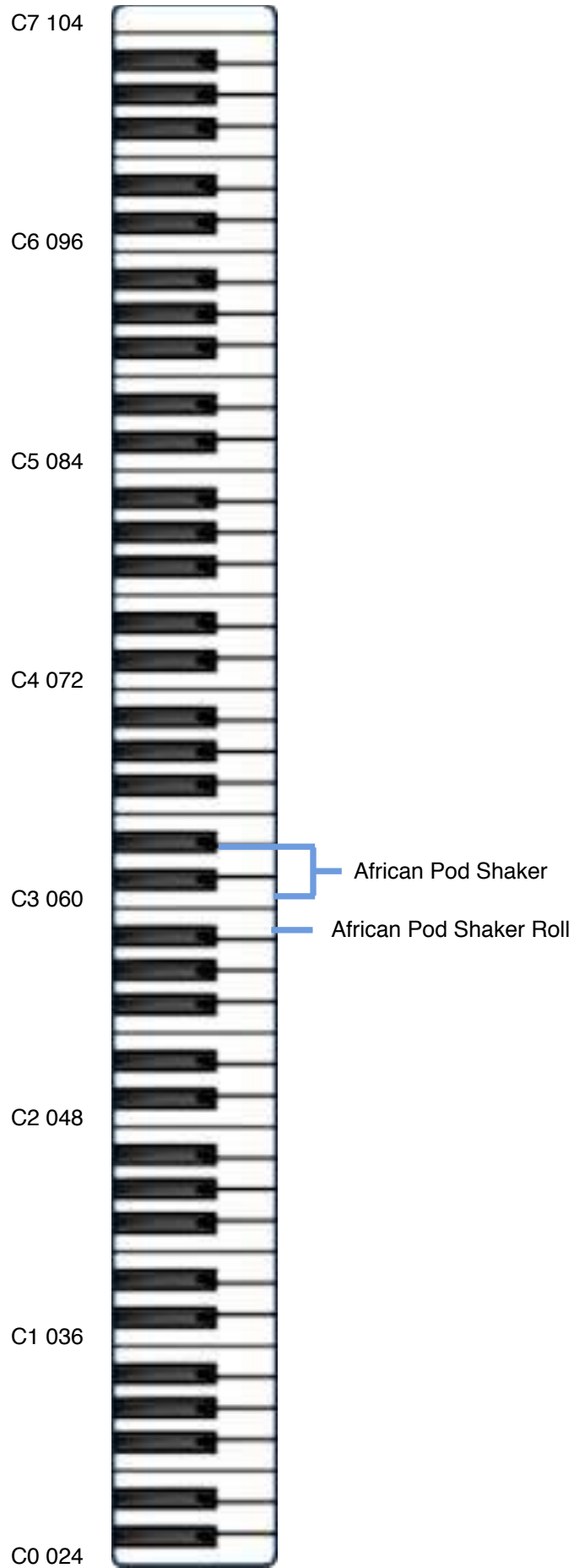
Turtle Shell Shaker Roll

CABASA

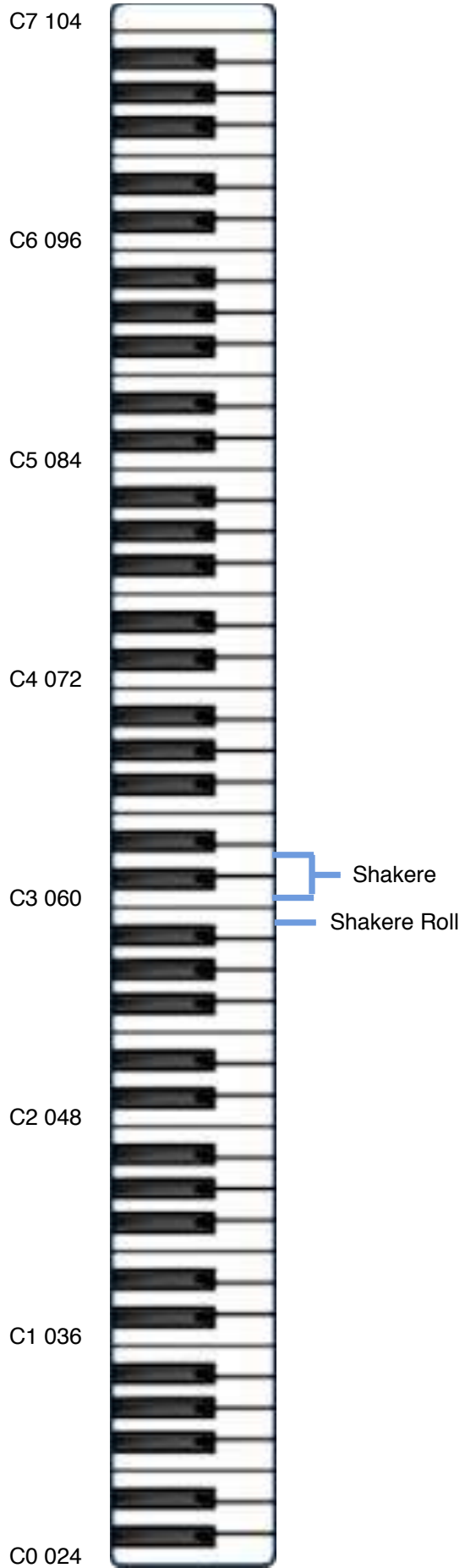


- Cabasa Hit (Duplicate)
- CabasaHit
- Cabasa Shake

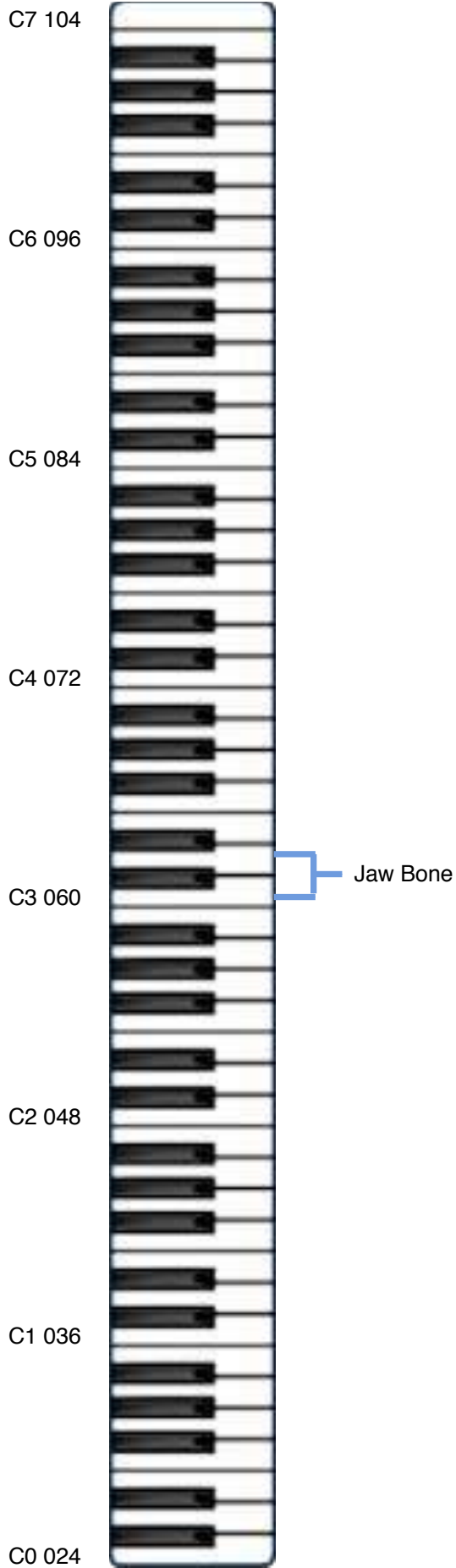
AFRICAN POD SHAKER



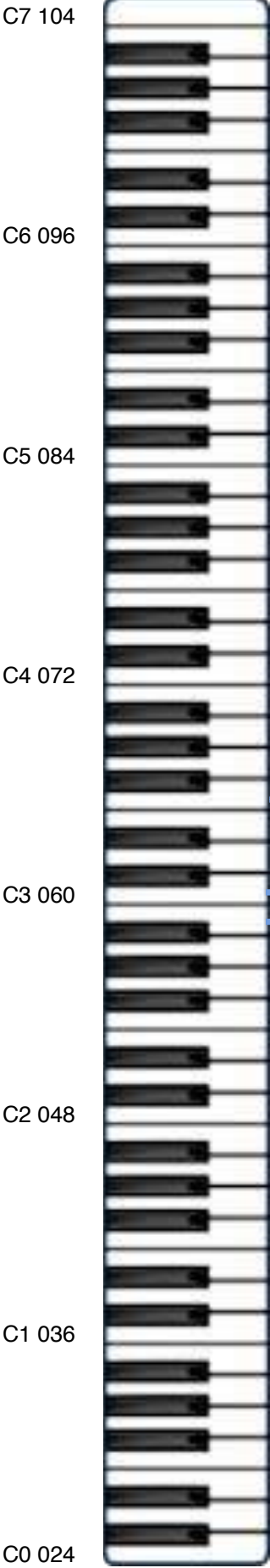
SHAKERE



JAW BONE



SMALL METAL SHAKER



Small Metal Shaker Hits

Small Metal Shaker Roll

VENTED STEEL ORB SHAKER

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

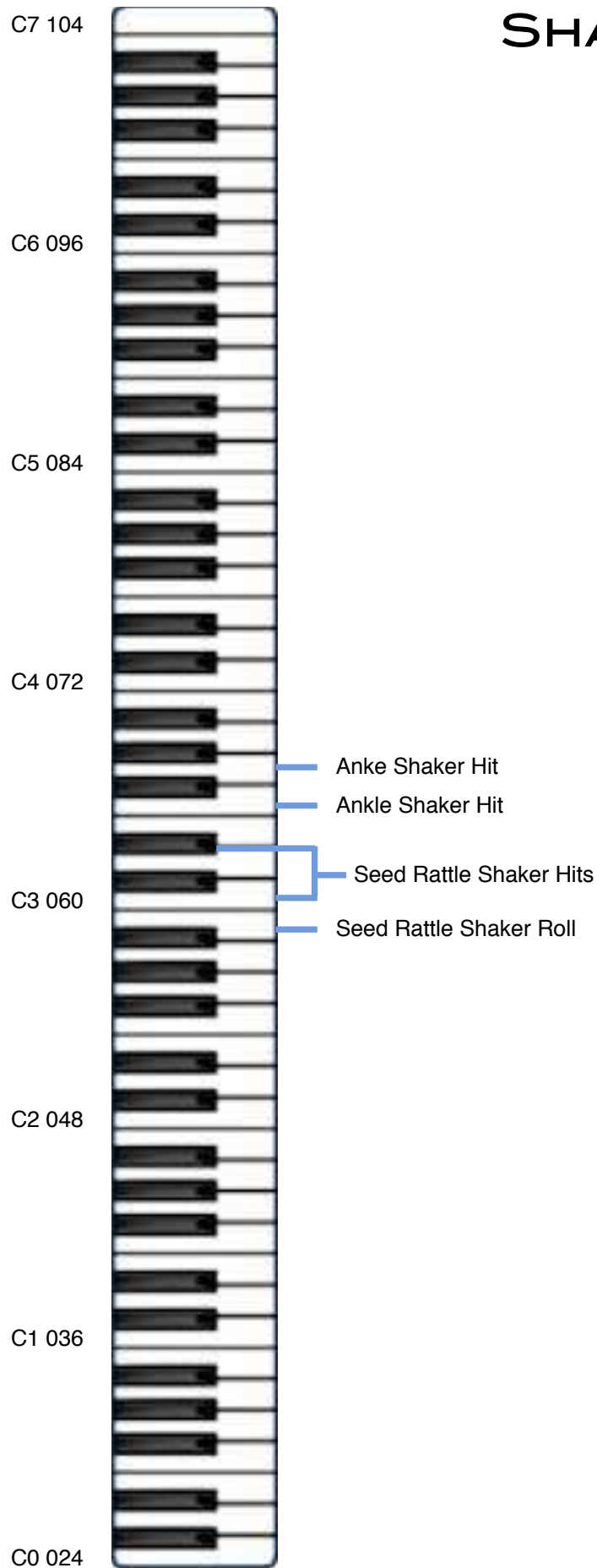
C1 036

C0 024

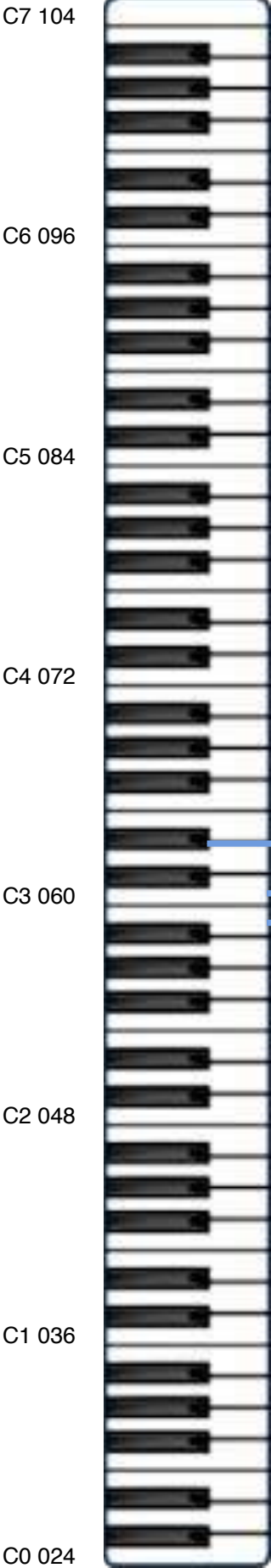


Vented Steel Orb Shaker

ANKLE + SEED RATTLE SHAKERS

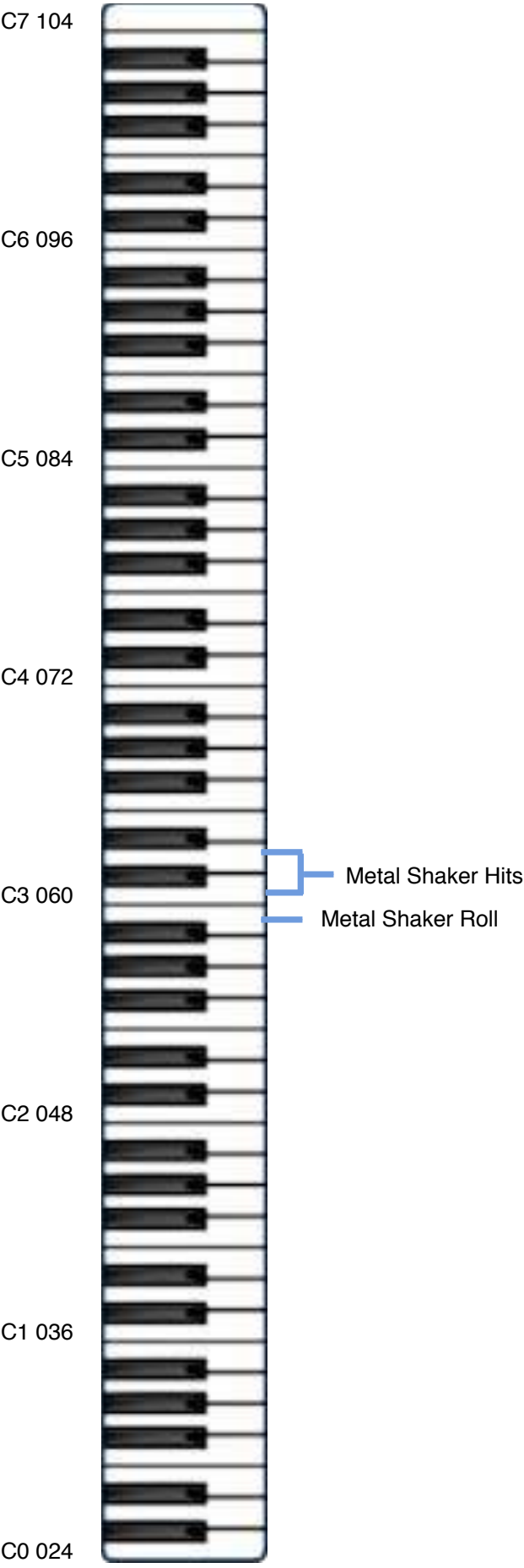


GANZIRO SHAKER

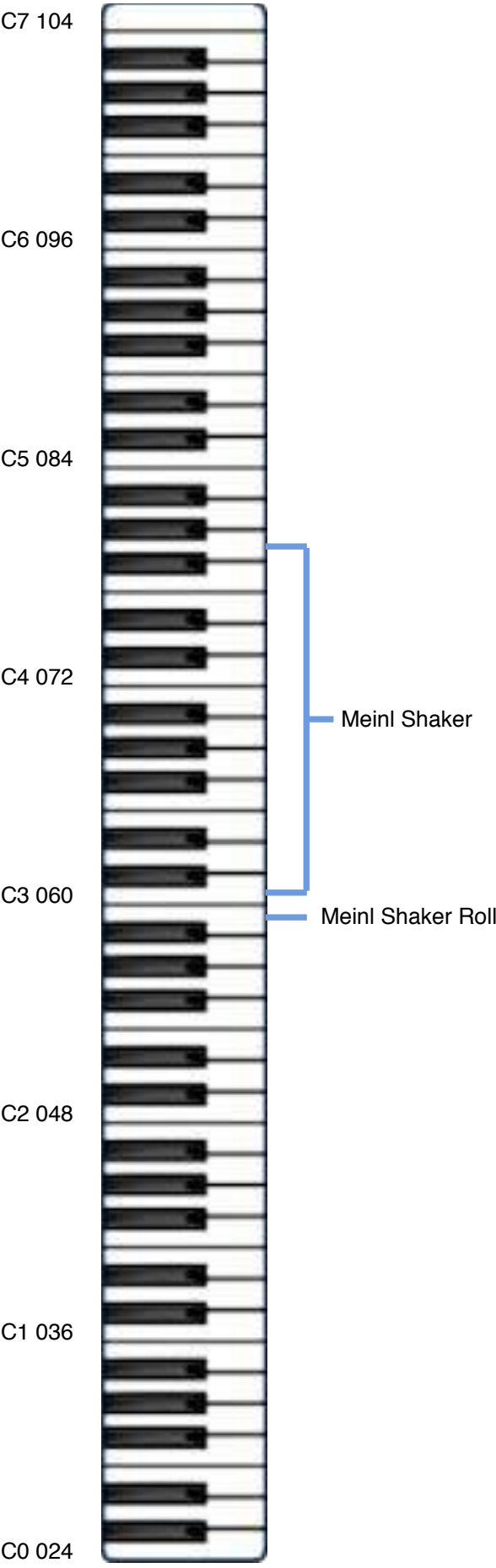


Ganziro Shaker Hits
Ganziro Shaker Roll

METAL SHAKER



MEINL SHAKER



AGOGO

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

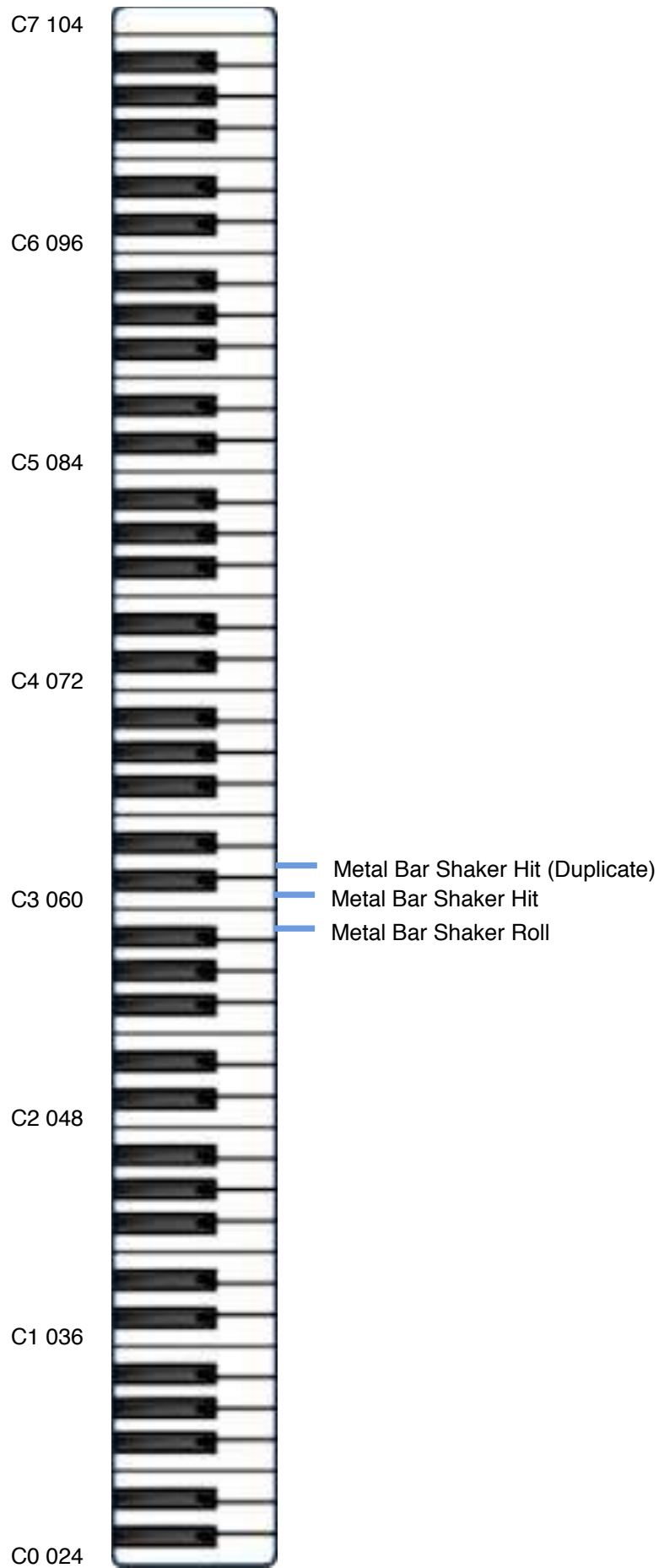
C1 036

C0 024

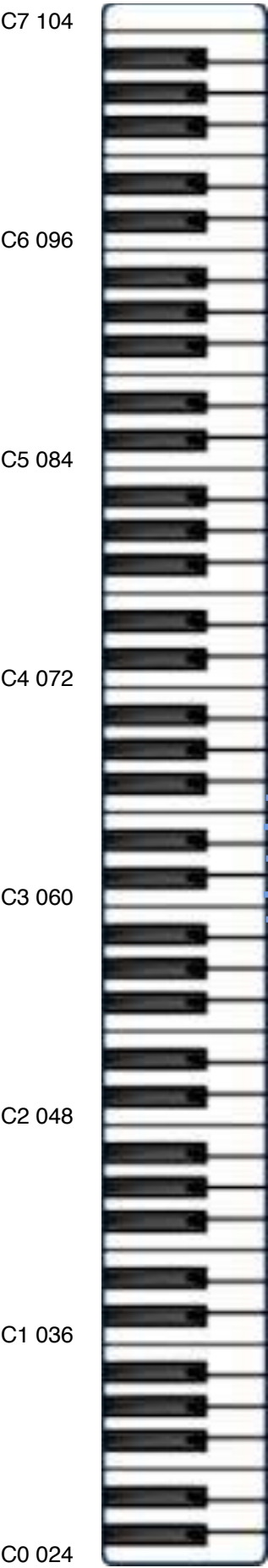


Agogo Hits

METAL BAR SHAKER

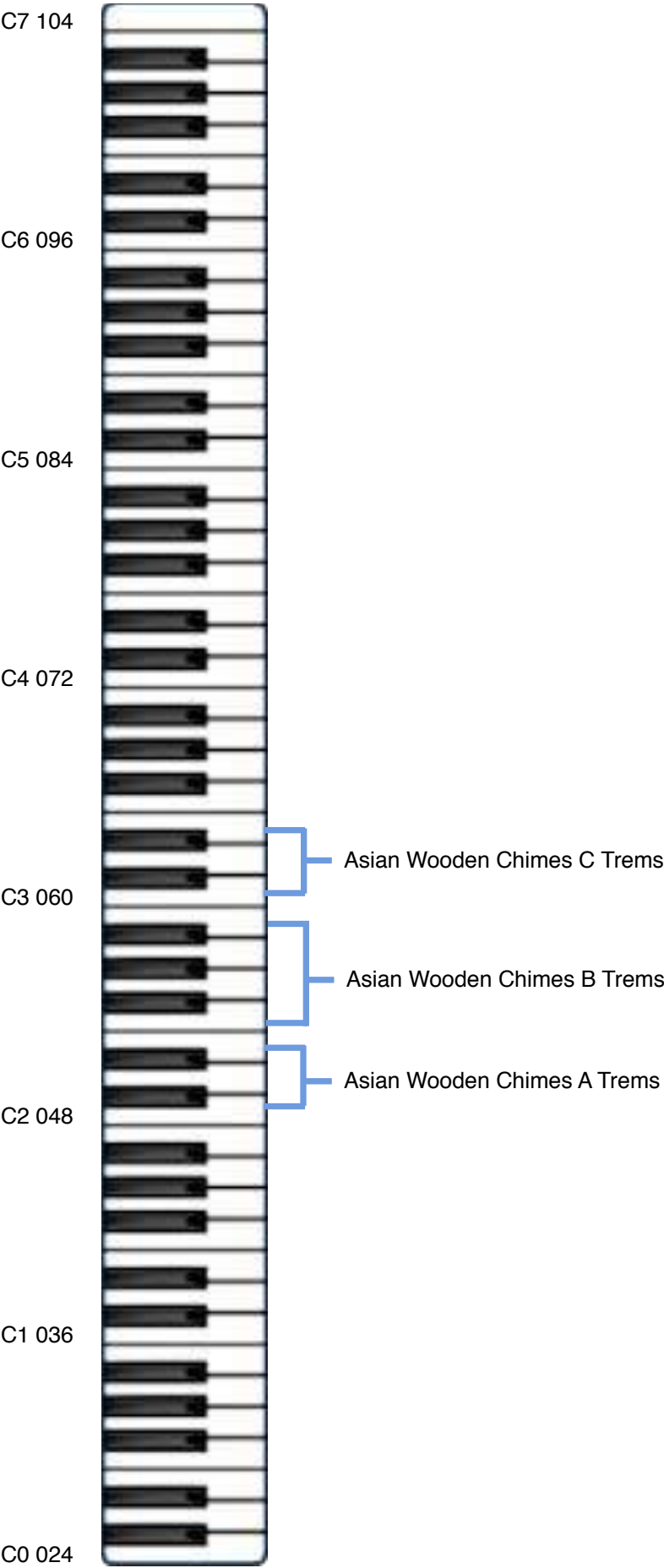


MONKEY STICK

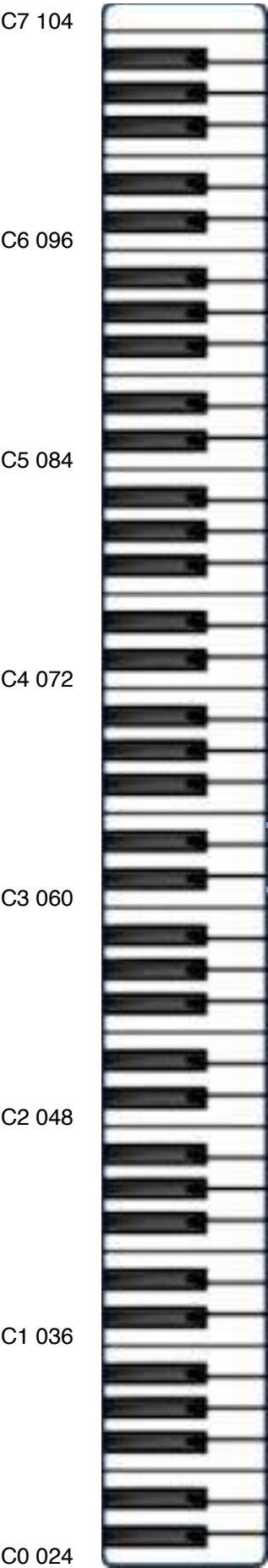


- Monkey Stick Hits B
- Monkey Stick Hits A
- Monkey Stick Roll

ASIAN WOODEN CHIMES

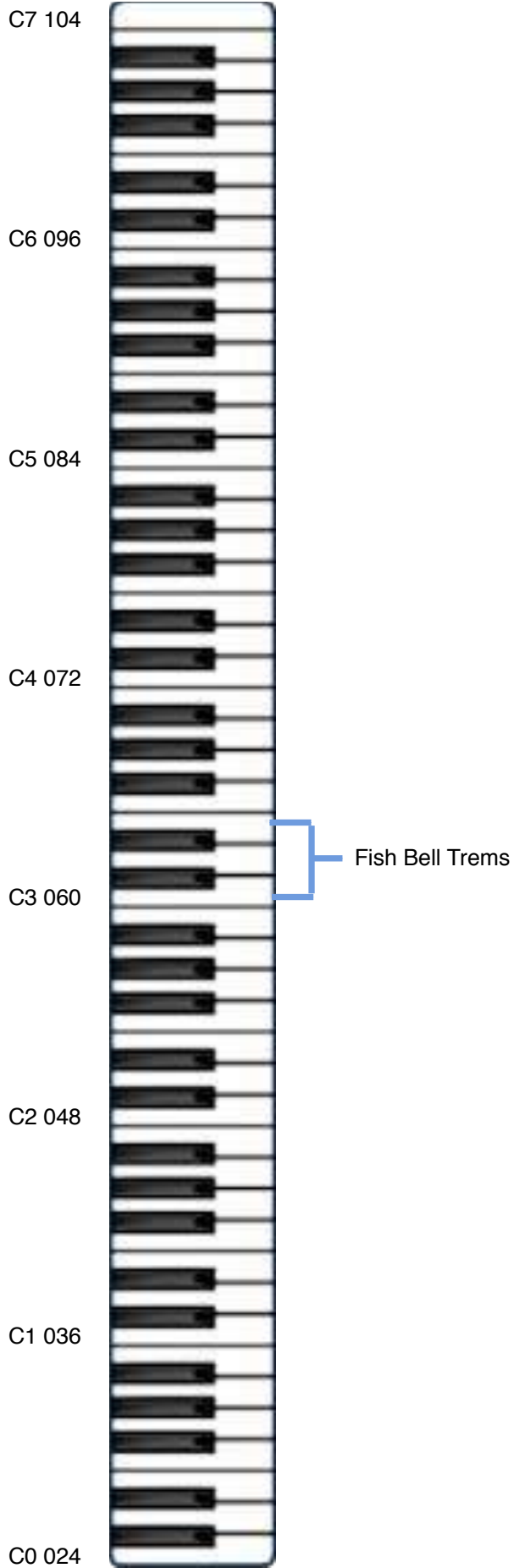


SMALL FLOWER CHARM CHIMES

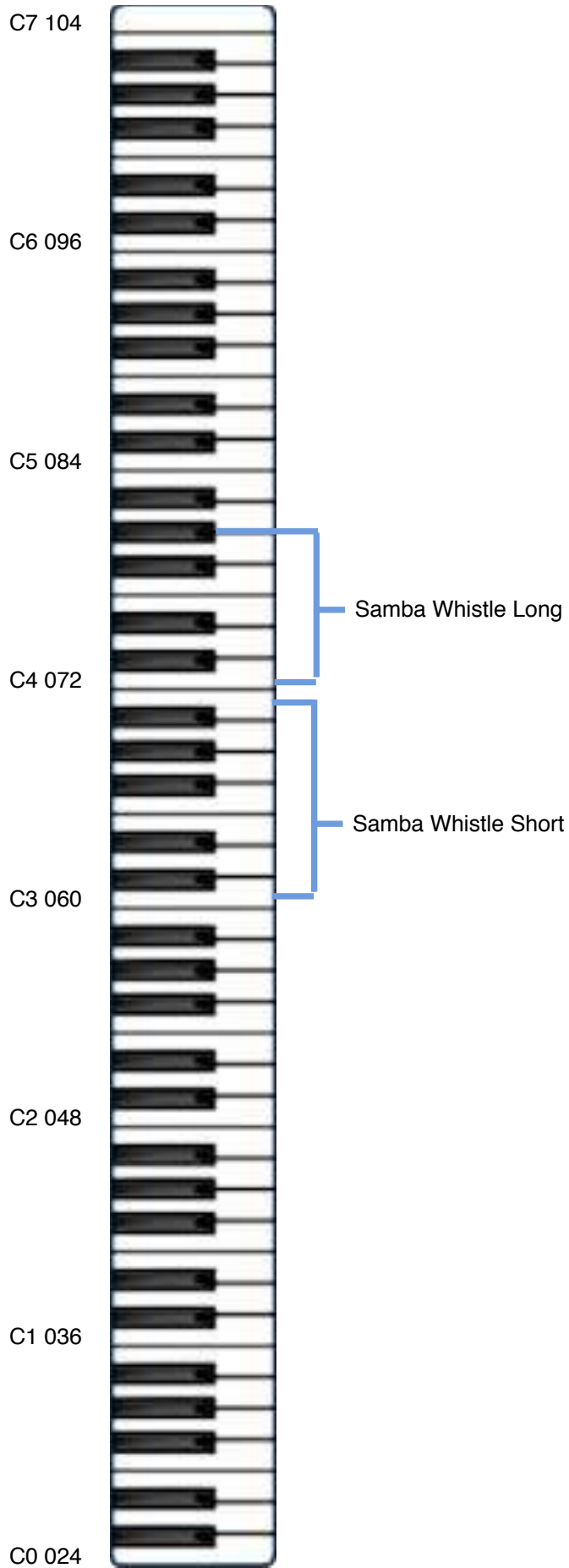


Small Flower Charm Trems

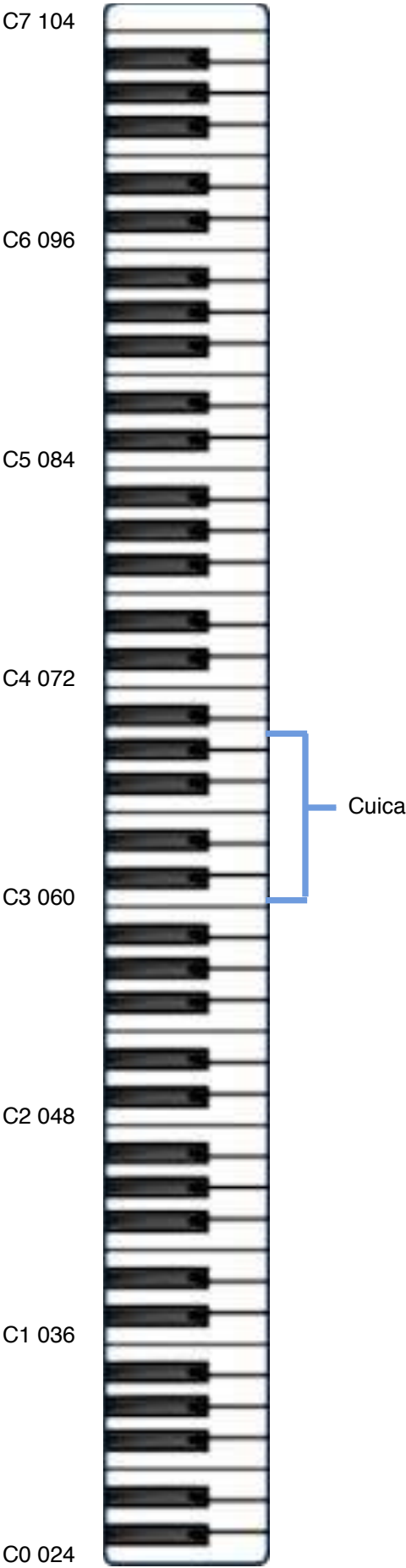
FISH BELL CHIMES



SAMBA WHISTLES



CUICA



DRUM KIT - FULL 88 KEY MAPPING

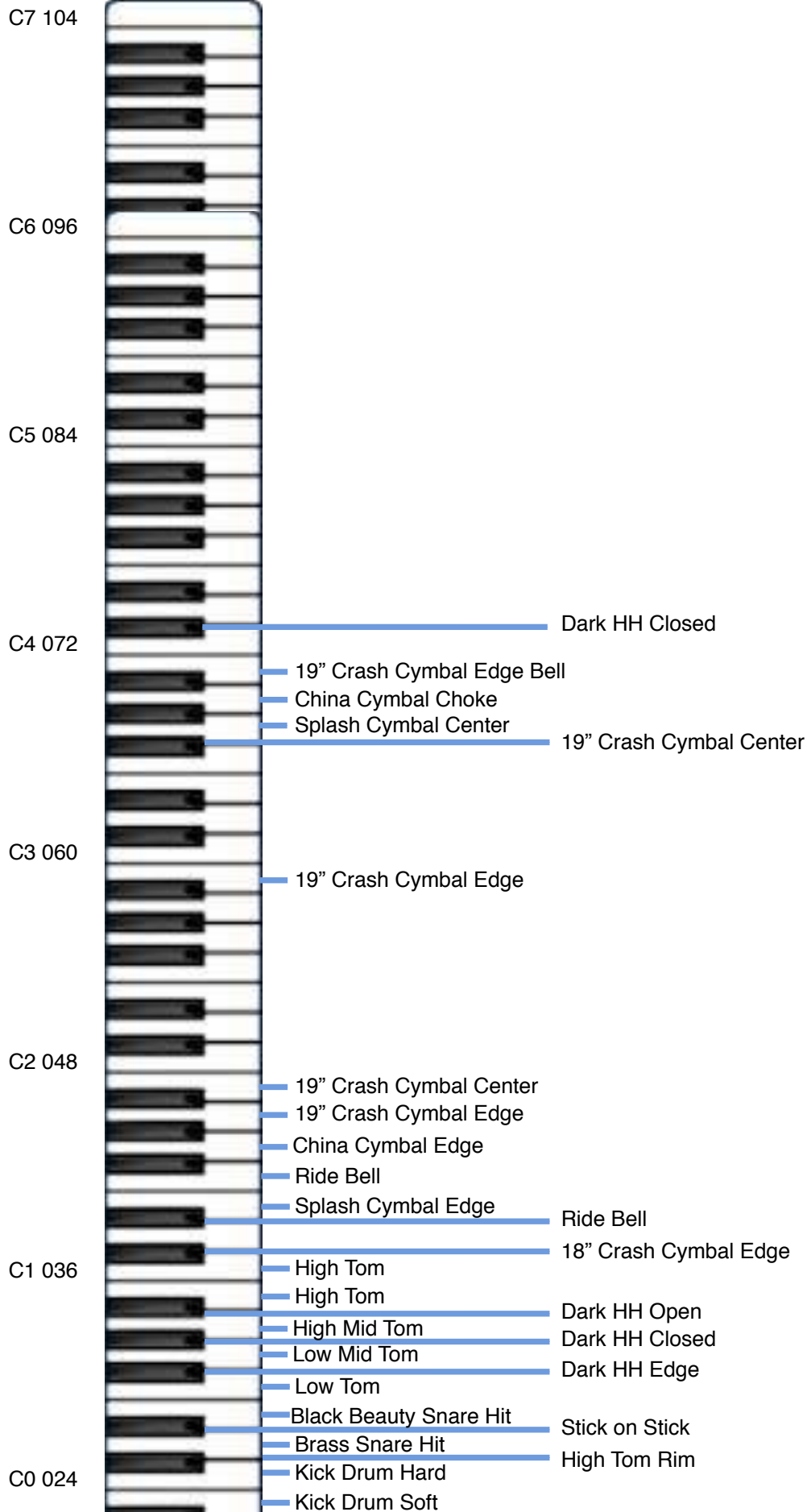
C7 104	High Tom Roll	
	High Tom Ruff	
	High Tom Flam	China Cymbal Choke
	High Tom	High Tom Rim
	19" Crash Cymbal Open-Choke	
	Combo Toms Hit	19" Crash Cymbal Edge / Center / Bell
C6 096	High Mid Tom Roll	
	High Mid Tom Ruff	
	High Mid Tom Flam	China Cymbal Edge / Bell
	High Mid Tom	High Mid Tom Rim
	18" Crash Cymbal Open-Choke	
	Combo Toms Hit	18" Crash Cymbal Edge / Center / Bell
C5 084	Low Mid Tom Roll	
	Low Mid Tom Ruff	
	Low Mid Tom Flam	18" Crash Cymbal Roll
	Low Mid Tom	Low Mid Tom Rim
	Bright HH Closed Bell	
	Combo Toms Hit	Bright HH Edge / Half-Open / Open / Closed
C4 072	Low Tom Roll	
	Low Tom Ruff	
	Low Tom Flam	Light HH Pedal
	Low Tom	Low Tom Rim
	Dark HH Closed Bell	
	Combo Toms Hit	Dark HH Edge / Half-Open / Open / Closed
C3 060	Picc Snare Roll	
	Picc Snare Ruff	
	Picc Snare Flam	Dark HH Pedal
	Picc Snare Hit	Picc Snare Rim
	Picc Snare Dead Stroke	
	Combo Hit	Ride Bell
C2 048	Black Beauty Snare Roll	
	Black Beauty Snare Ruff	
	Black Beauty Snare Flam	Splash Cymbal Edge / Center / Bell
	Black Beauty Snare Hit	Black Beauty Snare Rim
	Black Beauty Snare Dead Stroke	
	Combo Hit	Stick on Stick
C1 036	Brass Snare Roll	
	Brass Snare Ruff	
	Brass Snare Flam	
	Brass Snare Hit	Brass Snare Rim
	Brass Snare Dead Stroke	
	Kick Drum Hard (Duplicate)	
C0 024	Kick Drum Hard	
	Kick Drum Soft (Duplicate)	
	Kick Drum Soft	

Note: See MAPPING tab for customizable switching between Hi-Hat and Cymbal articulations. Hi-Hat default is CC2 and Cymbal Default is CC4.

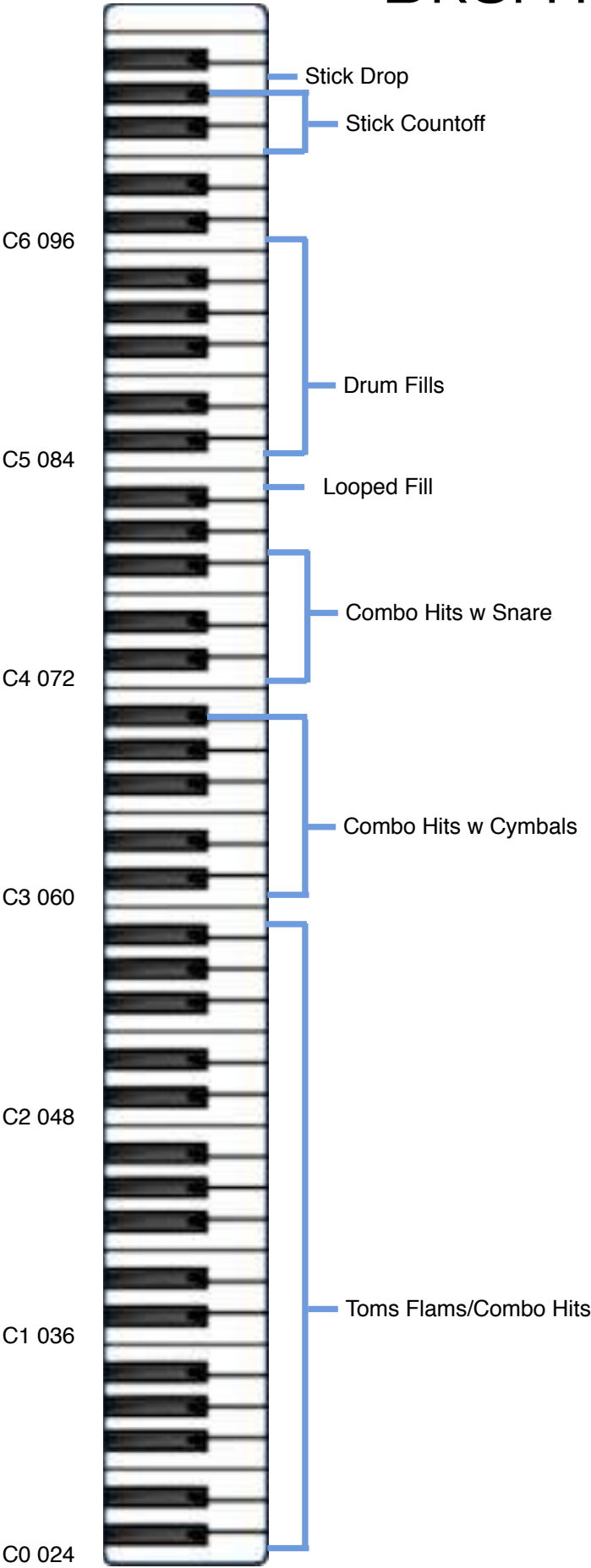
If you set HH/cymbal articulations to keyswitches instead, they will be set to A#-1, C#0 and D0.

Combo hits were added to this patch for convenience (See D Keys), but can mainly be found in the Drum Kit Fills patch

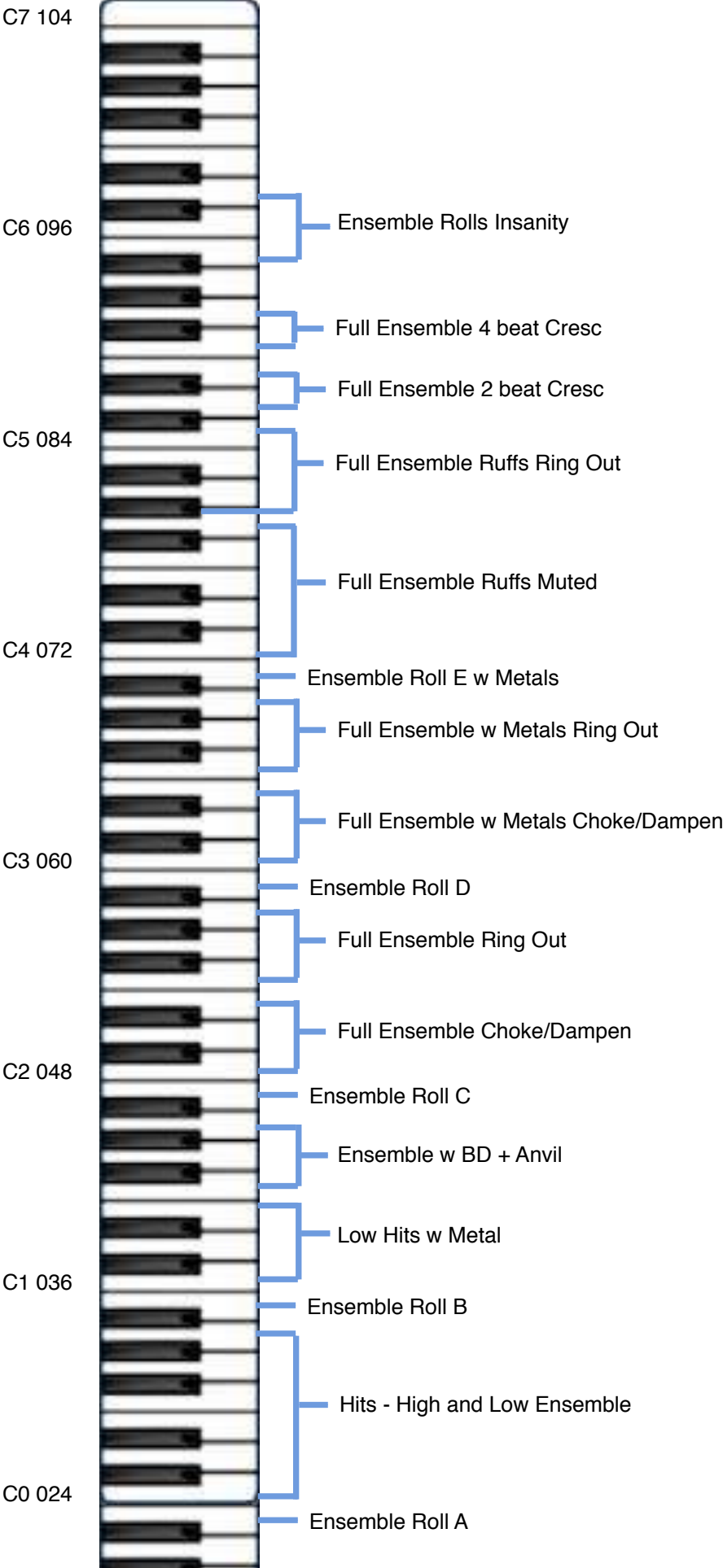
DRUM KIT - GENERAL MIDI MAPPING



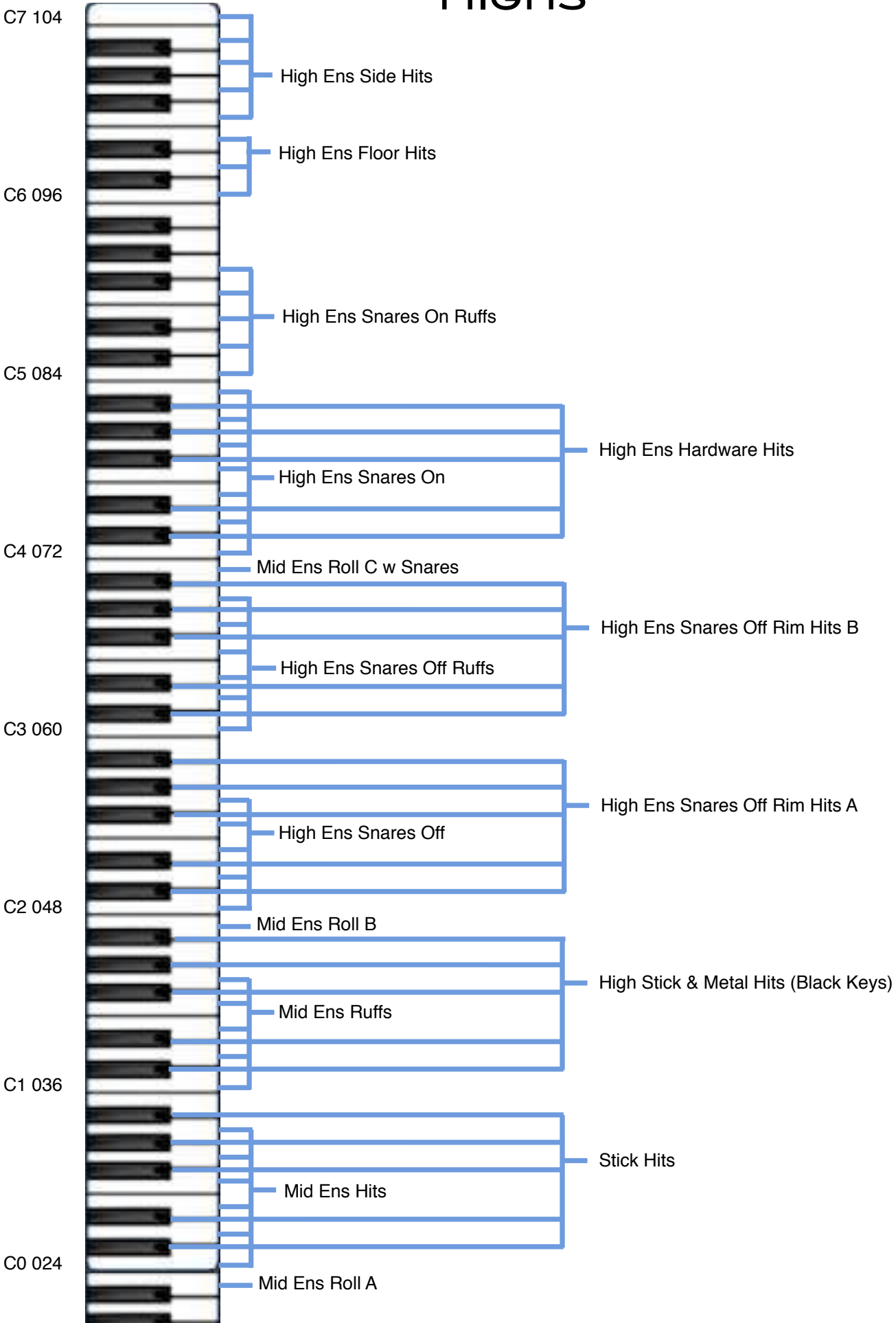
DRUM KIT - FILLS



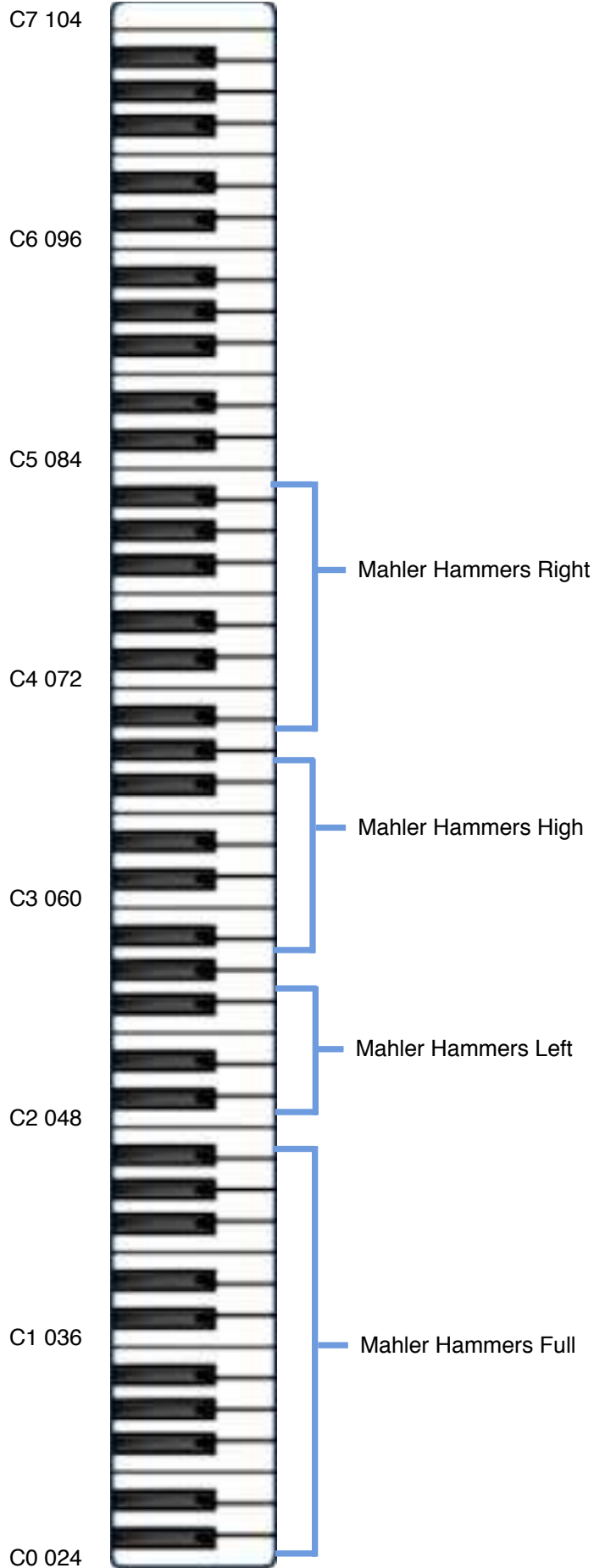
ENSEMBLE: FULL



HIGHS



ENSEMBLE: MAHLER HAMMERS



ENSEMBLE: STOMPS

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

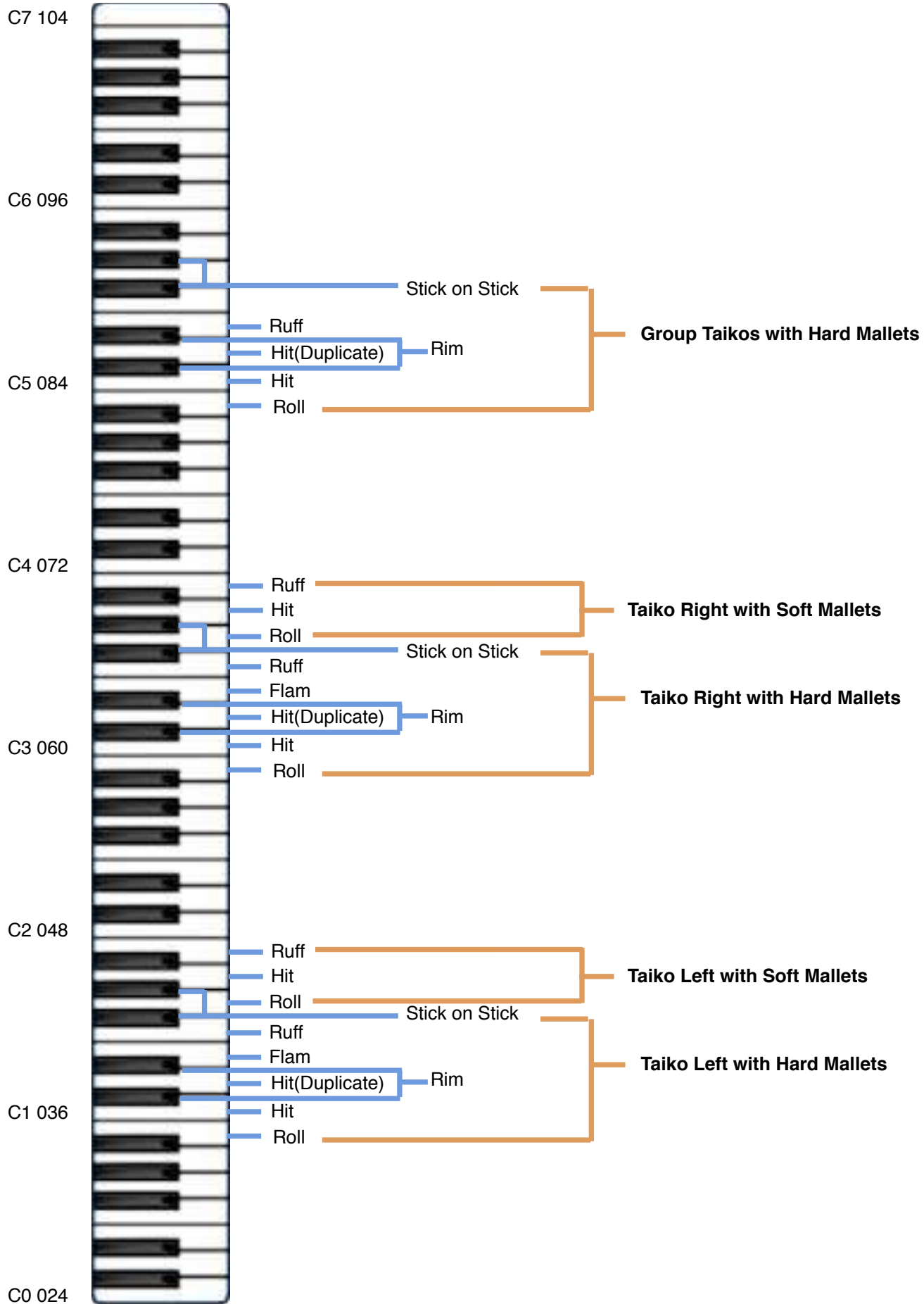
C1 036

C0 024



Stomps

TAIKOS



SURDOS

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024



Ruff Long

Ruff Med

Ruff Short

Flam

Body Hit

Body Hit

Hit Stick Closed (Duplicate)

Hit Stick Closed

Hit Stick Open(Duplicate)

Hit Stick Open

Roll

Ruff

Flam

Hit Stick Closed (Duplicate)

Hit Stick Closed

Hit Stick Open(Duplicate)

Hit Stick Open

Roll

Ruff

Flam

Hit Stick Closed (Duplicate)

Hit Stick Closed

Hit Stick Open(Duplicate)

Hit Stick Open

Roll

Ruff

Flam

Hit Mallet Closed (Duplicate)

Hit Mallet Closed

Hit Mallet Open(Duplicate)

Hit Mallet Open

Roll

Surdo Group with Sticks

Surdo Silver with Sticks

Surdo Yellow with Sticks

Surdo Yellow with Mallets

ROTO TOMS

Note: See MAPPING tab for details on switching between Sticks and Hot Rods. Default is Keyswitch C0 and D0

C6 096

C5 084

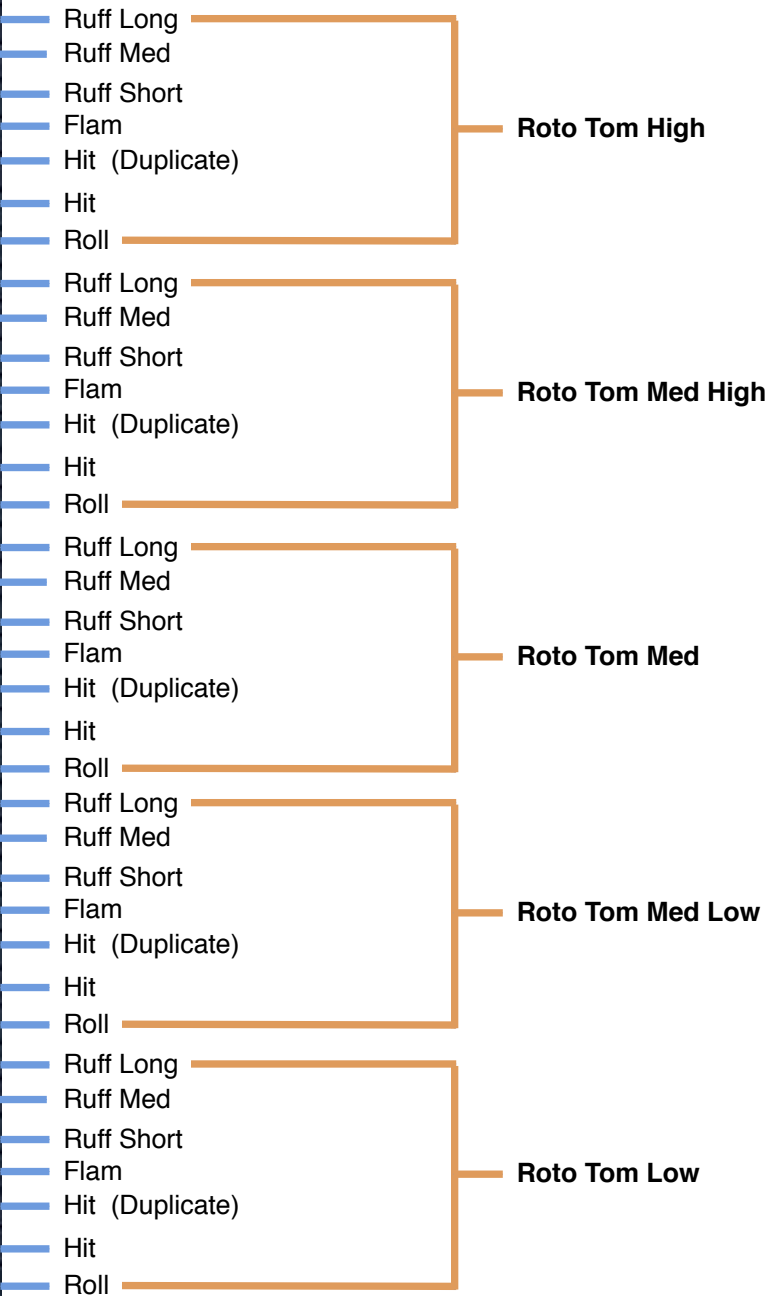
C4 072

C3 060

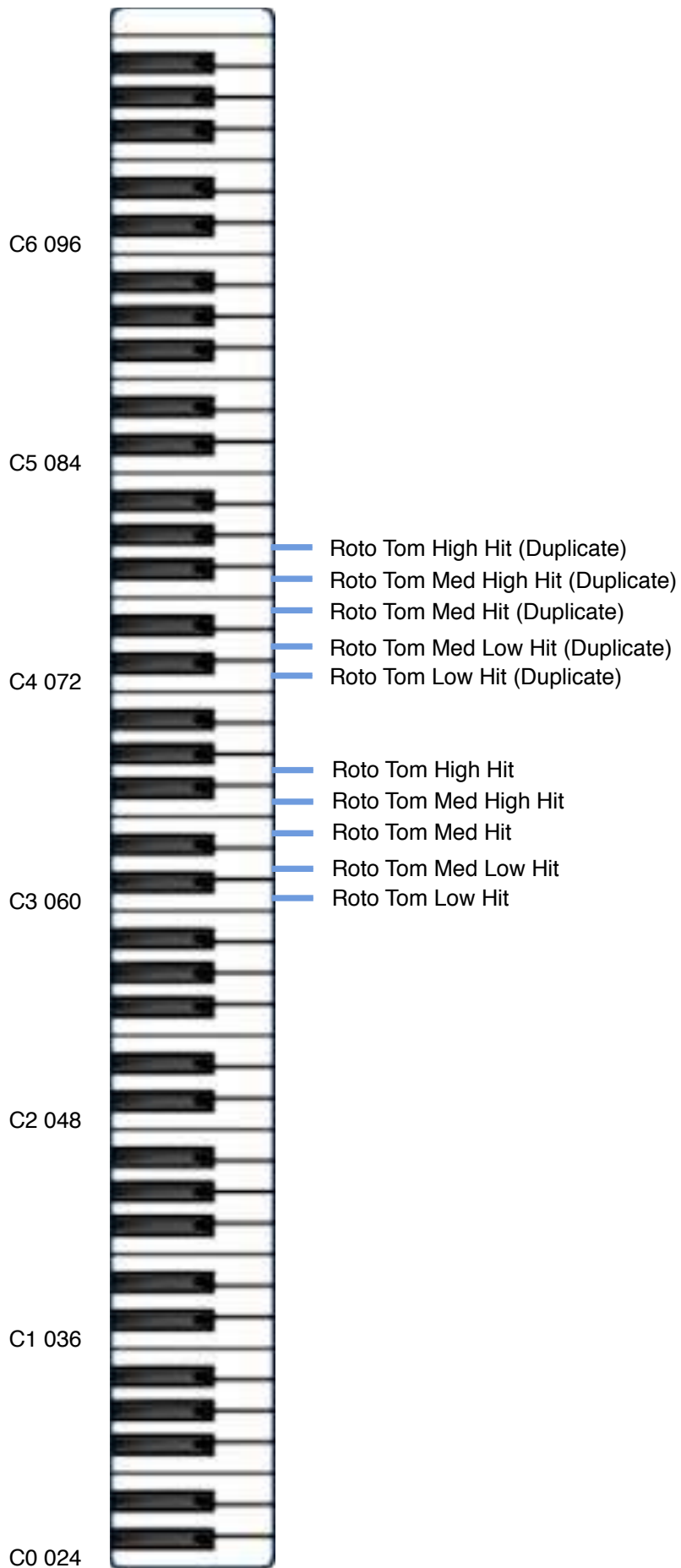
C2 048

C1 036

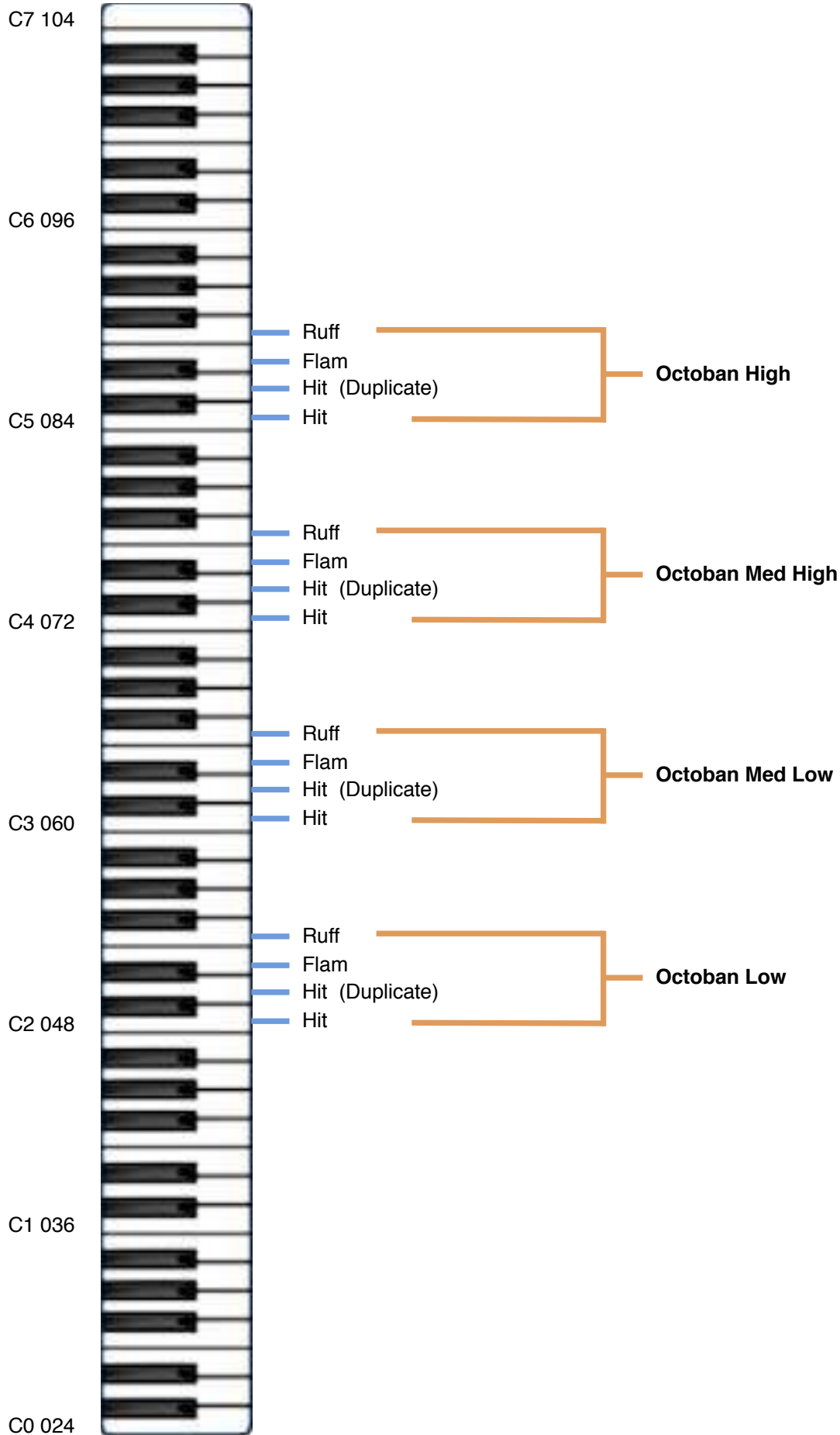
C0 024



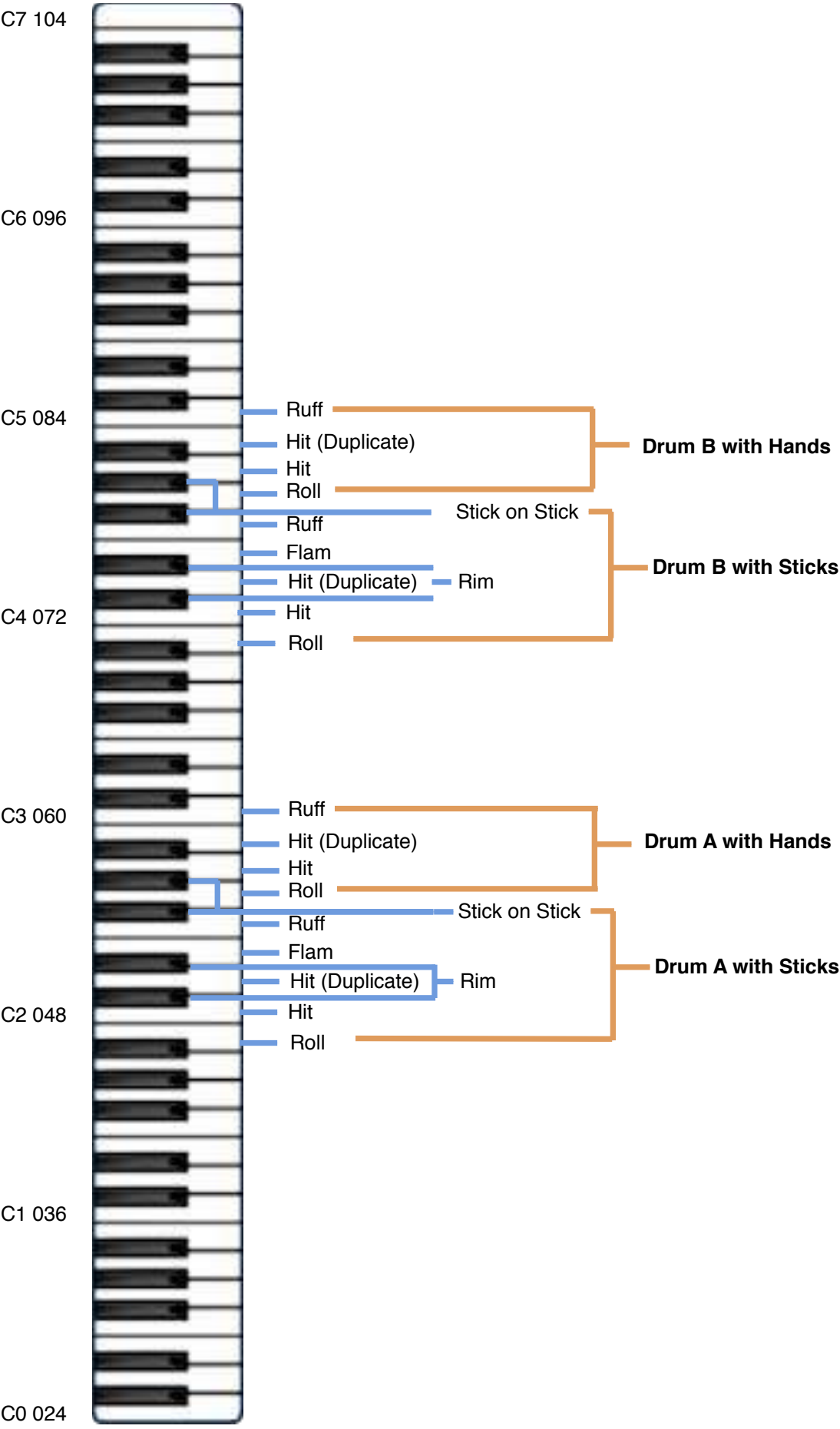
ROTO TOMS - HITS ONLY



OCTOBAN



SHIME DAIKO



DJEMBE

C7 104

C6 096

C5 084

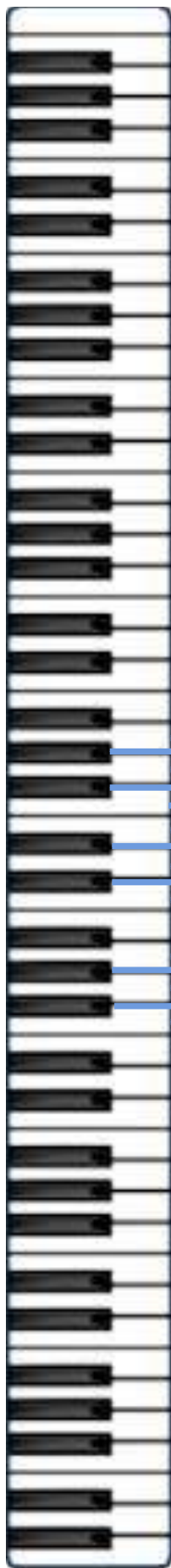
C4 072

C3 060

C2 048

C1 036

C0 024



Ruff Edge

Flam

Hit Open Side (Duplicate)

Hit Open Side

Hit Bass Tone (Duplicate)

Hit Bass Tone

Ruff Center

Hit Palm Center (Duplicate)

Hit Palm Center

Slap Side

Flam Slap

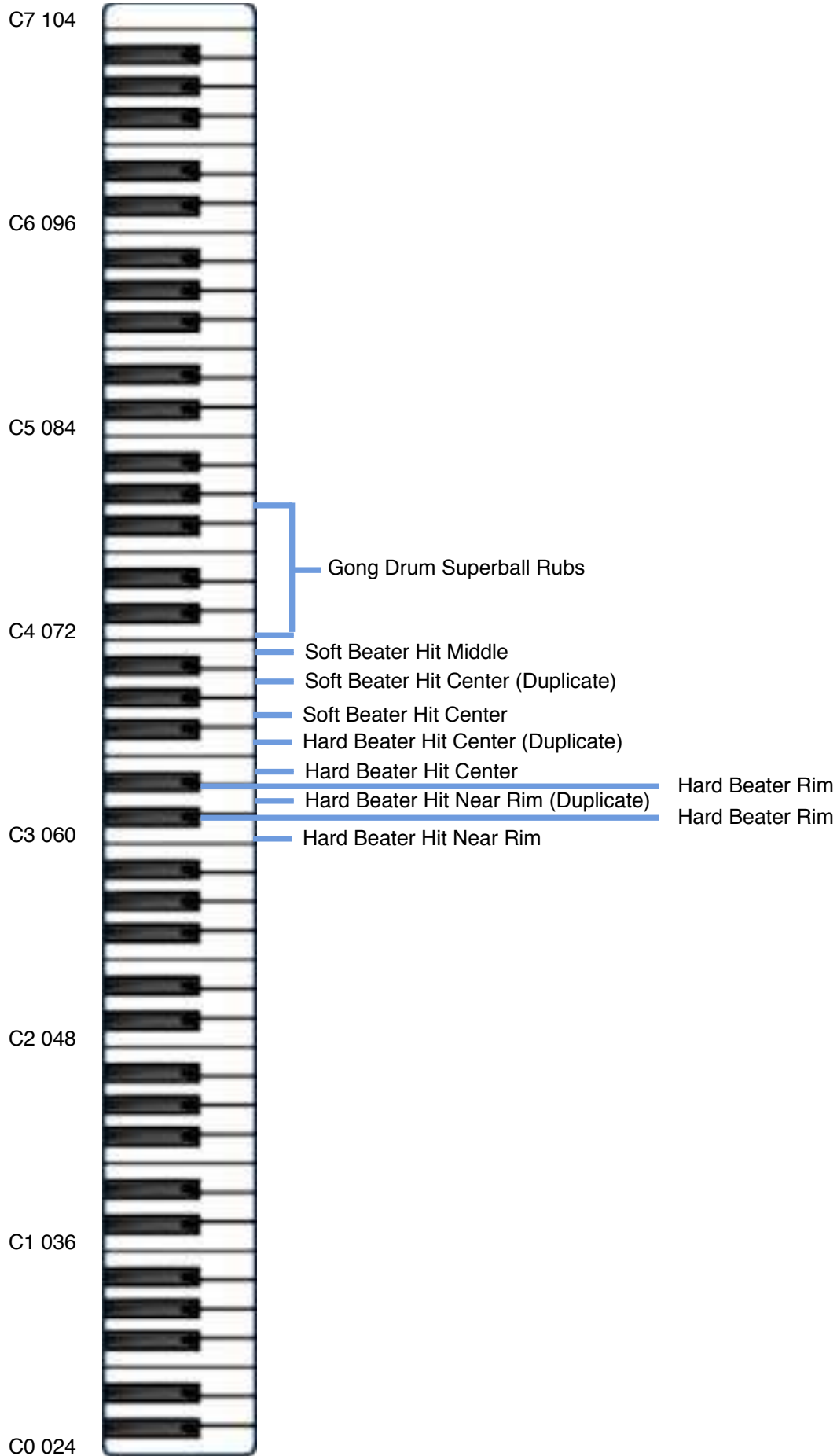
Dead Tap (Duplicate)

Dead Tap

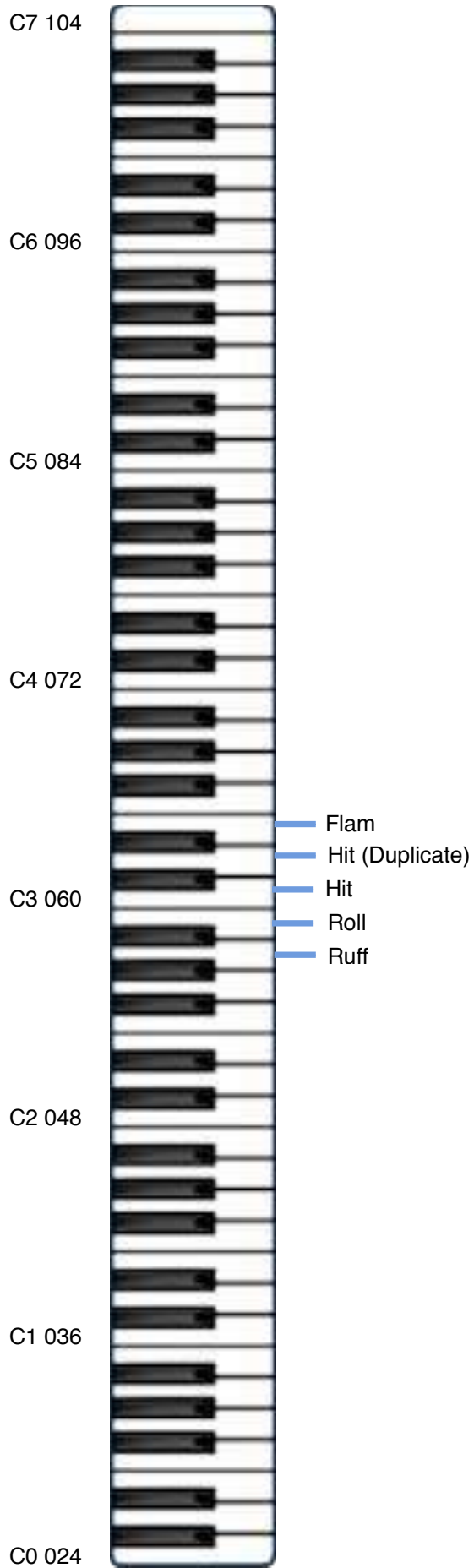
Hit Close (Duplicate)

Hit Close

GONG DRUM



DJUN DJUN



OIL DRUM

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

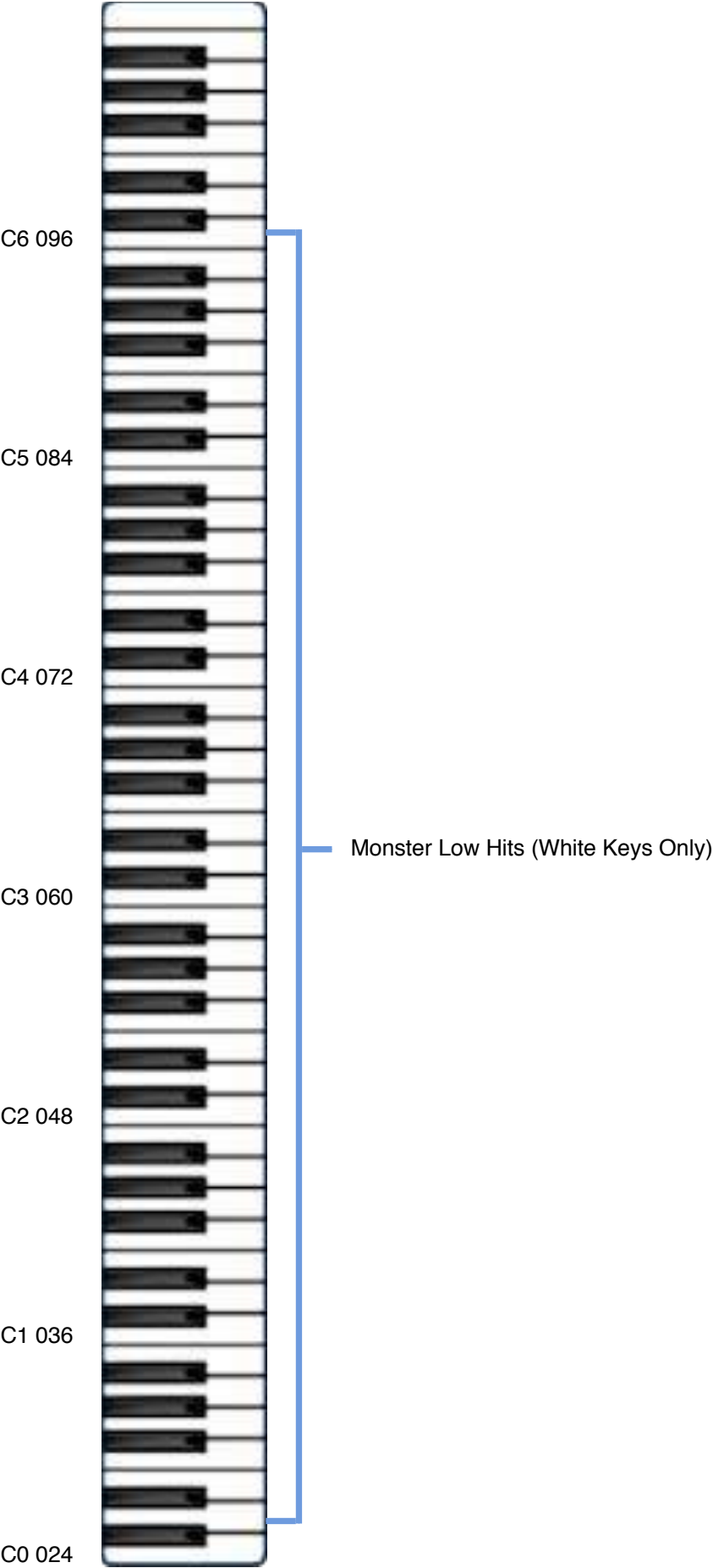
C1 036

C0 024

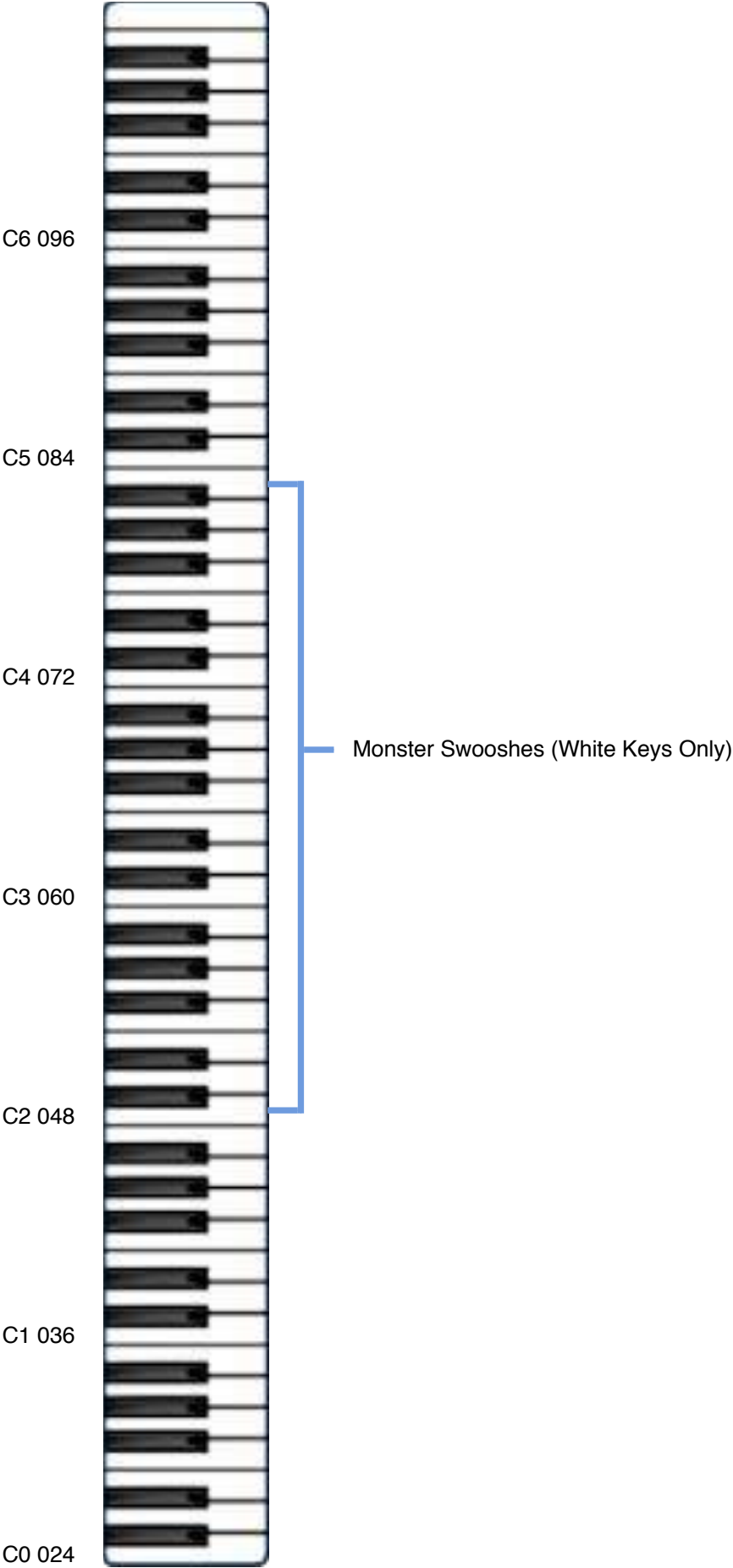


- Rim Hit (Duplicate)
- Rim Hit
- Hit w Stick (Duplicate)
- Hit w Stick
- Chain Drop
- Hit w Mallet B (Duplicate)
- Hit w Mallet B
- Hit w Mallet A (Duplicate)
- Hit w Mallet A

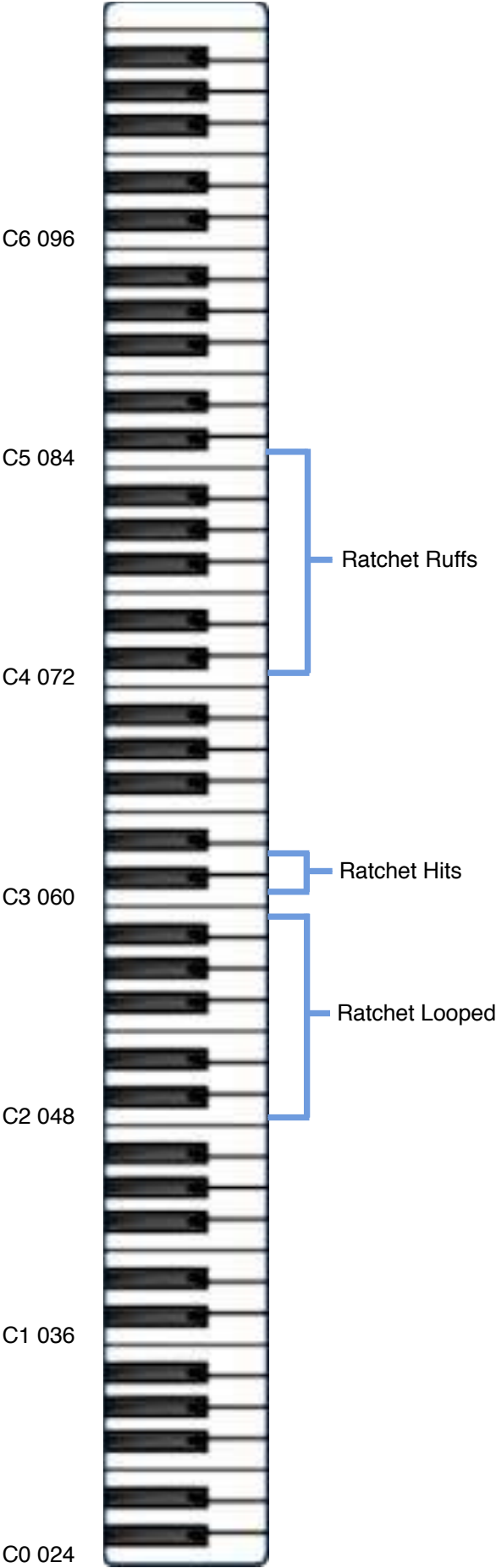
MONSTER LOW HITS



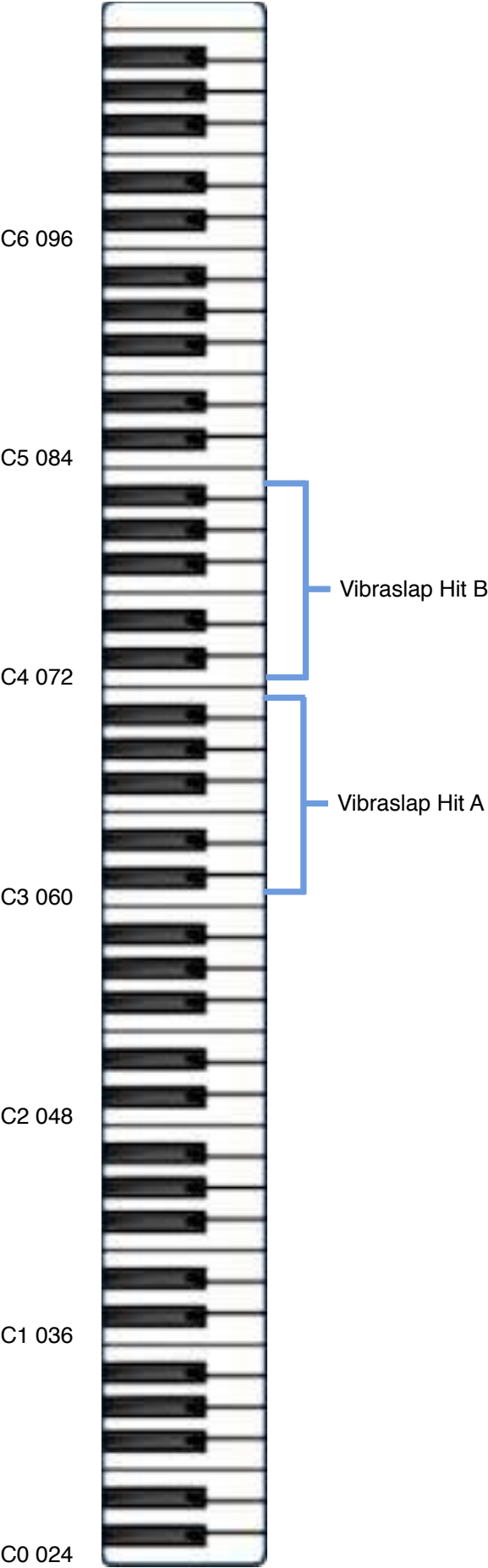
MONSTER SWOOSHES



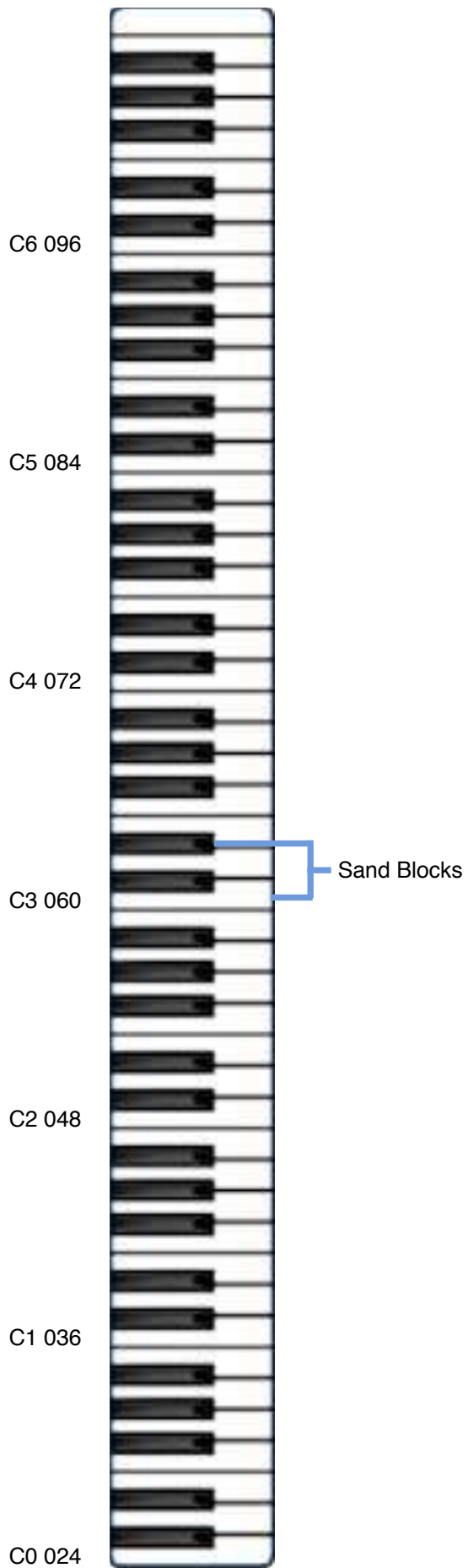
RATCHET



VIBRASLAP



SAND BLOCKS



WATERPHONE NORMAL

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Bowed Random

Bowed Medium/Short

Bowed Long



WATERPHONE WATER

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024



Strummed

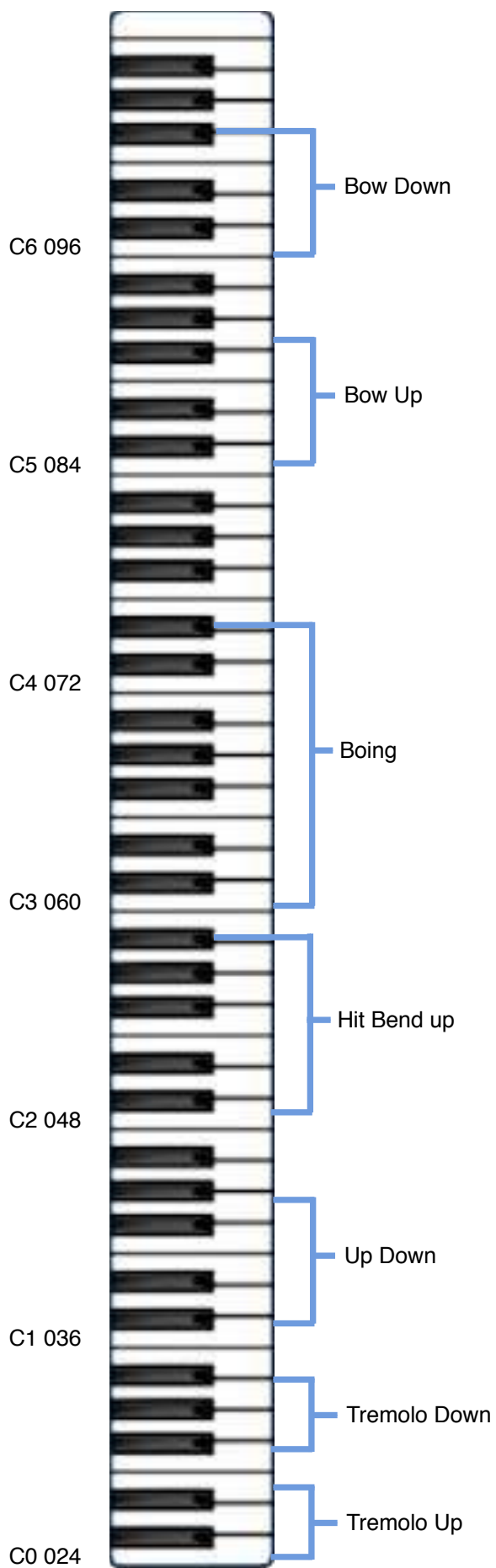
Bowed Random Long

Bowed Random Short

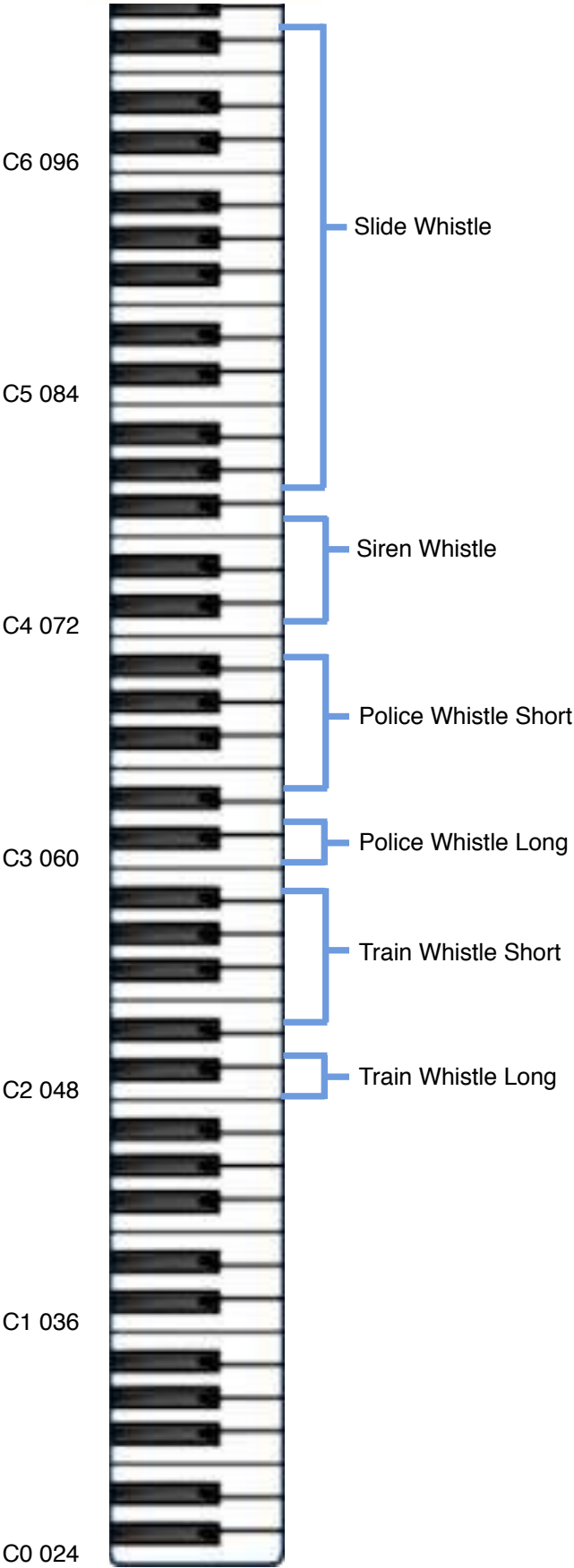
Bowed Long

Bowed Short/Medium

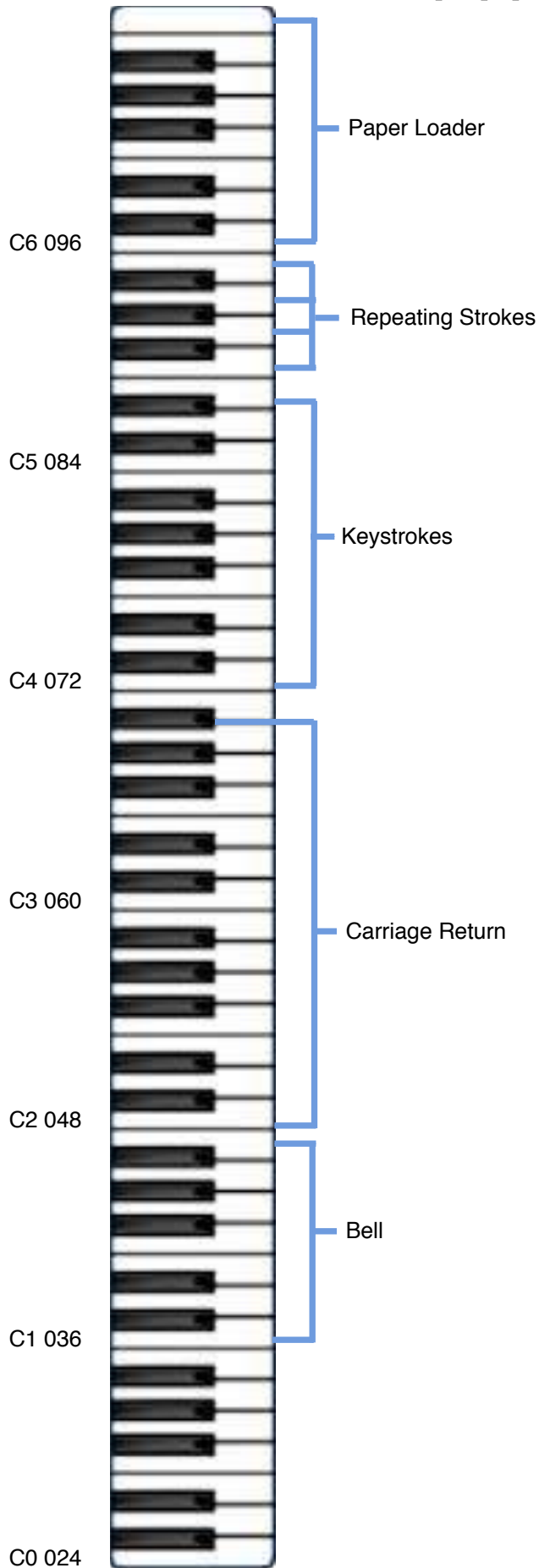
FLEXATONE



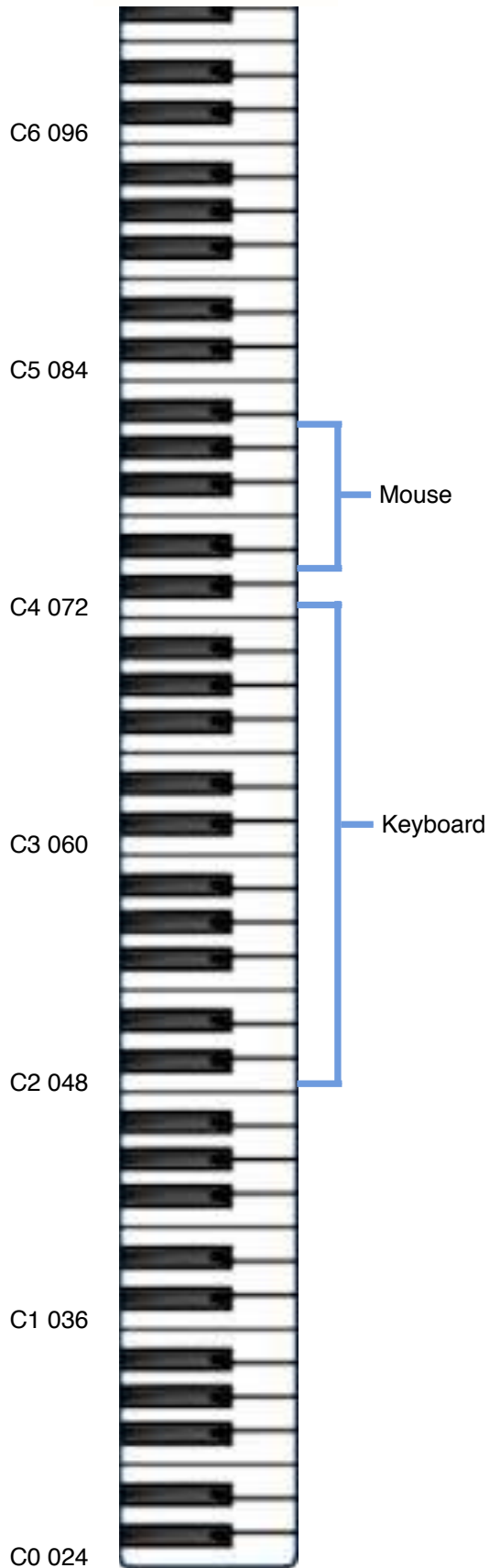
WHISTLES: TRAIN, POLICE, SIREN, SLIDE



TYPEWRITER



KEYBOARD & MOUSE



SPRING DRUM

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Spring Drum (White Keys Only)



LIONS ROAR

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

Lion Roar (White Keys Only)



CAR HORN

C6 096

C5 084

C4 072

C3 060

C2 048

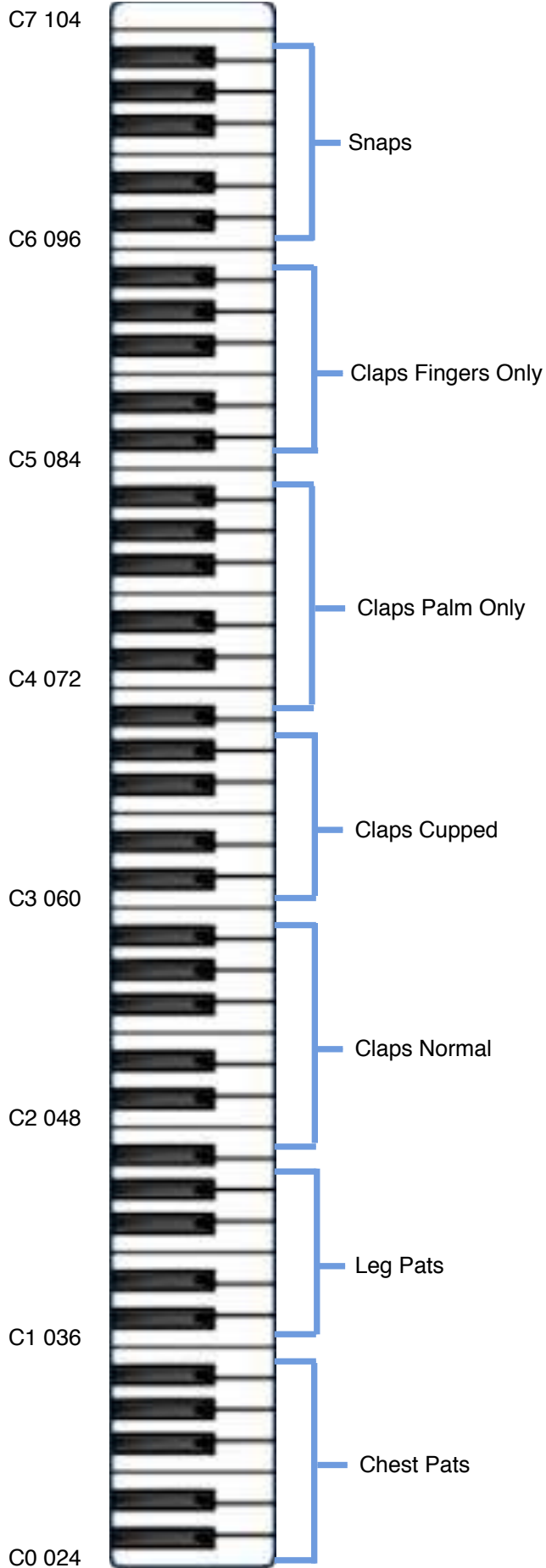
C1 036

C0 024



Car Horn (White Keys Only)

ENSEMBLE: CLAPS AND SNAPS



Note: This patch is white keys only

BOTTLE CAPS + LIDS

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

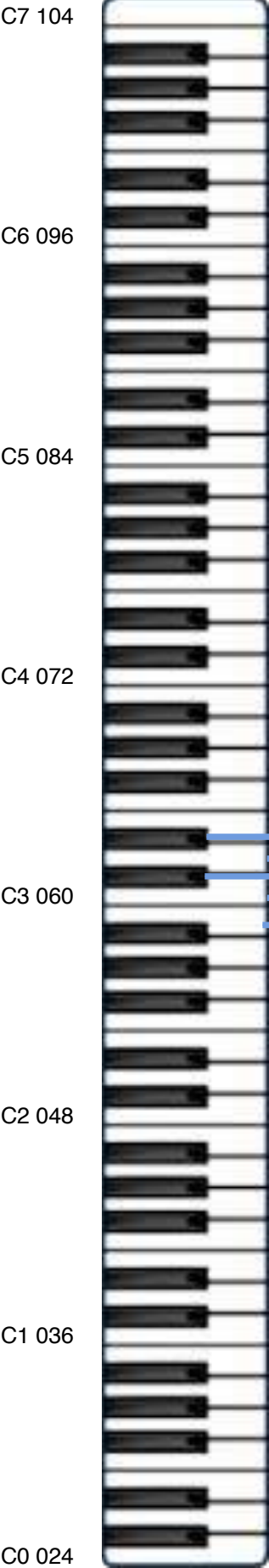
C1 036

C0 024



Bottle Caps Roll
Lids Roll
Bottles Roll

WASHBOARD

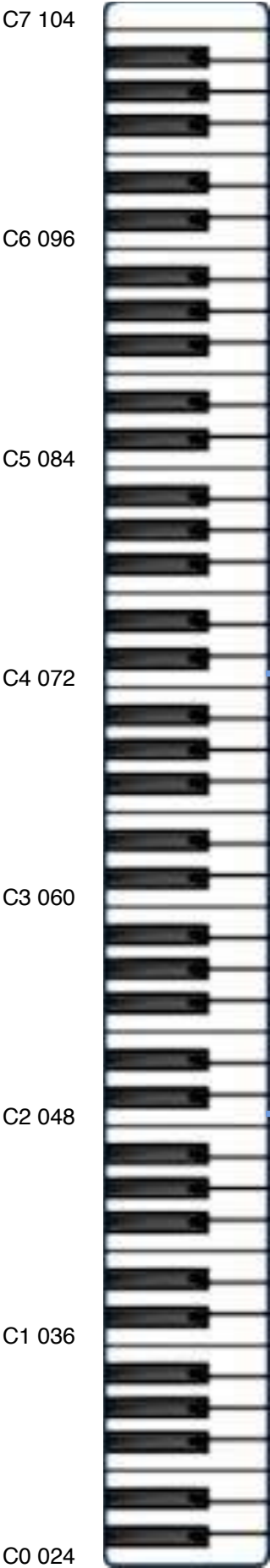


WashBoard Hits (Duplicate)

WashBoard Hits

WashBoard Roll

TINES



WATER JUGS

C7 104

C6 096

C5 084


C4 072

C3 060

C2 048

C1 036

C0 024



Water Jug Ruff

Water Jug Flam

Water Jug Hits

Water Jug Hits

Water Jug Roll

Water Jug Ruff

Water Jug Flam

Water Jug Hits

Water Jug Hits

Water Jug Roll

Water Jug Ruff

Water Jug Flam

Water Jug Hits

Water Jug Hits

Water Jug Roll

PREPARED PIANO + BUCKET

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

C1 036

C0 024

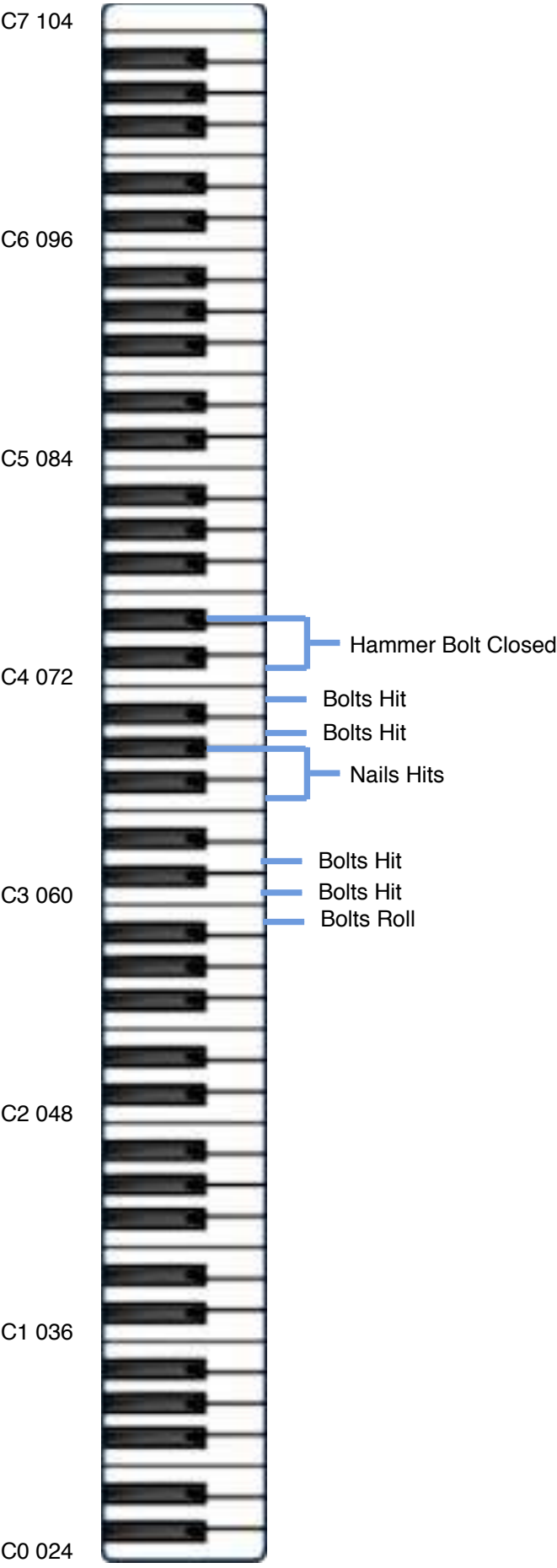


Prep Piano + Bucket Hits

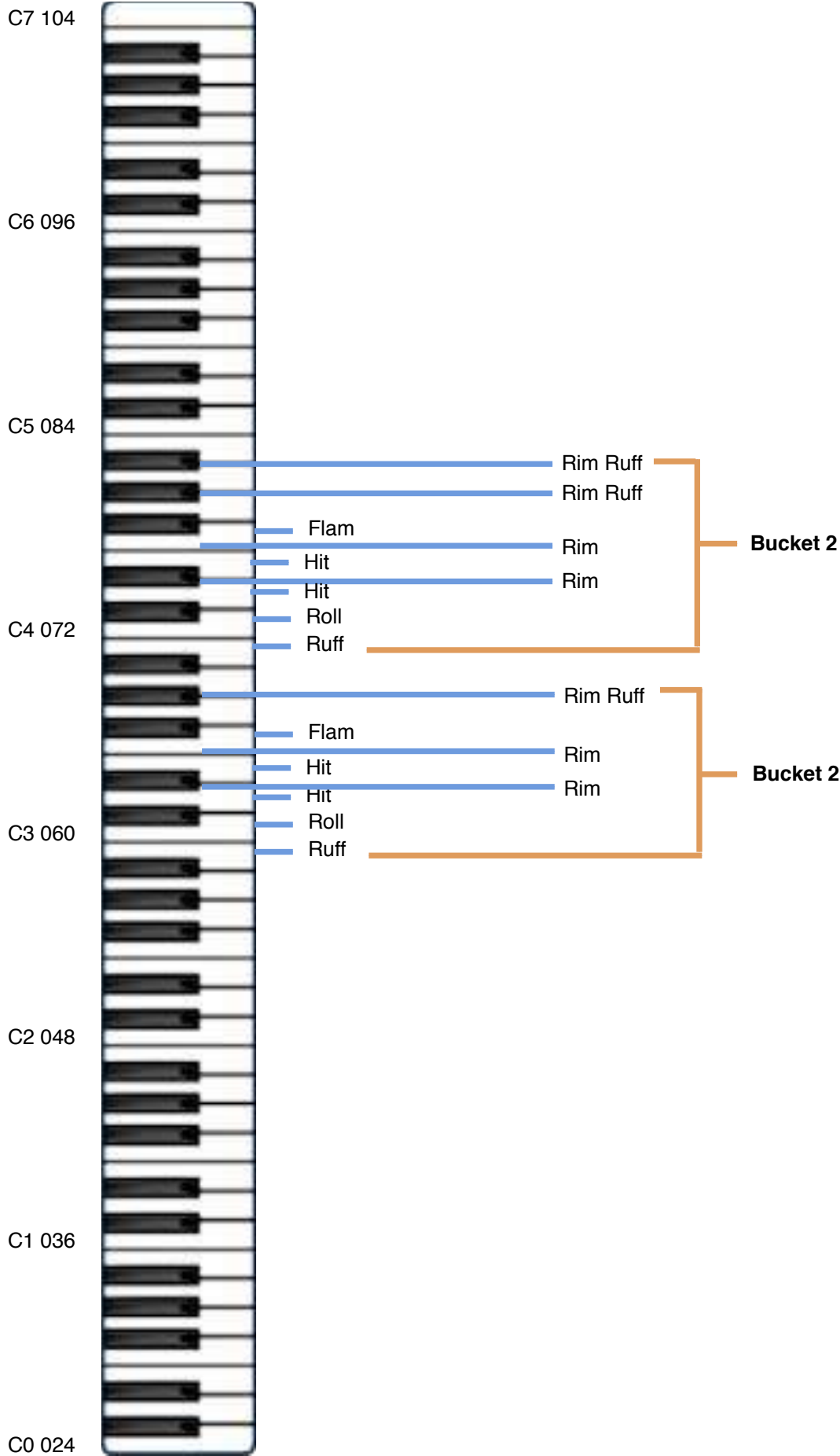


Prep Piano + Bucket Roll

HAMMERS BOLTS + NAILS



BUCKETS



WATER JARS

C7 104

C6 096

C5 084

C4 072

C3 060

C2 048

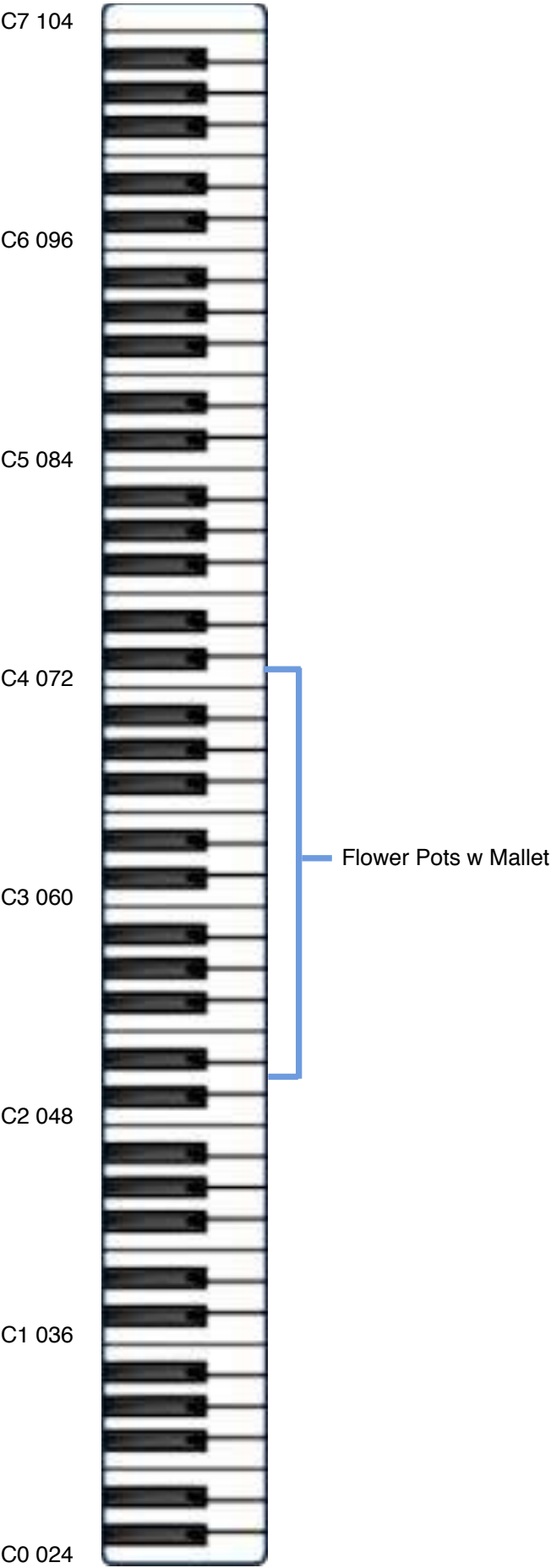
C1 036

C0 024



Water Jars w Mallet (White Keys Only)

FLOWER POTS



MASTER ARTICULATION LIST

Instruments	Patch Name	Articulation Settings
African Pod Shakers	African Pod Shaker	
Agogo Bells	Agogo	
Ankle Seed Shaker	Ankle + Seed Rattle Shakers	
Anklungs	Anklungs	Hits and Rolls
Bamboo Shaker	Bamboo Shaker	
Bass Drum 1	Bass Drum 1	Soft, Rubber, Medium, Wood Mallets
Bass Drum 2	Bass Drum 2	Soft, Rubber, Medium, Wood Mallets
Bell Trees (2 Types)	Bell Tree	
Bodhran	Bodhran	
Bongos	Bongos	Hi/Low, Finger Tips, Palm, Stick, Yarn Mallet
Bottles Rattle	Bottle Caps + Lids	
Brake Drum	Brake Drum	
Buckets in Pianos	Prepared Piano + Bucket	
Cabasa	Cabs	
Cajon	Cajon	
Car Horns 1 and 2	Car Horn	
Castanets	Castanets	
Caxixi	Ccxixi	
Celeste	Celeste	
Chamber Soft Shakers (One Chamber)	Orchestral Shakers	
Chamber Soft Shakers (Three Chamber)	Orchestral Shakers	

Instruments	Patch Name	Articulation Settings
Chamber Soft Shakers (Two Chamber)	Orchestral Shakers	
Circular Bells	Circular Bells	Soft Mallet, Medium Mallet, Bowed
Claps	Ensemble - Claps + Snaps	
Claves	Claves	
Computer Keyboard and Mouse	Keyboard + Mouse	
Concert Toms	Concert Toms	
Congas	Congas	Hi/Low, Sticks, Hands, Mallets
Cowbells 4 Pitches	Cowbells	Sticks and Mallets
Crickets	Cricket	
Crotales	Crotales	Medium, Hard, Bowed
Cuica	Cuica	
Daff	Daff	
Darabuka	Dumber + Darabuka	
Djembe	Djembe	
Djun Djun	Dun Djun	
Doumbek	Doumbek + Darabuka	
Drum Set (3 snares, 2 HH, 4 Cym, 4 Toms)	Drum Kit and Combos	Closed to open Hi-Hats, Edge Center and Bell of Cymbals, Soft and Hard Beater on Kick
Egg Shakers	Orchestral Shakers	
Field Drum	Snare - Tenor	Mallet, Sticks (snare ON only)
Finger Cymbals	Finger Cymbal	2 Pitches, Standard hits and Bowed

Instruments	Patch Name	Articulation Settings
Fish Bells	Fish Bell Chimes	
Flexatone	Flexatone	
Flower Pots	Flower Pots	
Full Ensemble	Full Ensembles	
Ganzrío	Ganzrío Shaker	
Glass Marimbas	Glass Marimba	Soft and Medium Mallet
Glockenspiel/Orchestra Bells	Glockenspiel	Medium and Hard Mallet + Rolls
Gong Drum	Gong Drum	Hard and Soft Beater
Gourd Maracas	Maracas - Gourd + Mini	
Guíro	Guíro	
Hammers on Bolt	Hammers Bolts + Nails	
Jawbone	Jawbone	
Large Frame Drum	Frame Drums	
Large Metal Torpedo	Orchestral Shakers	
Lids Rattle	Bottle Caps + Lids	
Lion's Roar	Lions Roar	
Log Drums	Log Drum	3 Types of Mallets
Low Chimes	Low Chimes	
Low Ensemble	Ensemble - Bass Drums + Crash	
Mahler Hammers	Mahler Hammers	
Marimba	Marimba	Soft and Hard Mallet + Rolls
Mark Trees 1, 2, and 3	Mark Tree	

Instruments	Patch Name	Articulation Settings
Meinl Shaker	Meinl Shaker	
Metal Ensemble	Ensemble - Metal Hits	
Metal Surdo	Surdos	Bows, Scrapes, Crescendos
Mid Ensemble	Ensemble - Mids + Highs	
Military Drum	Snare - Military	Snare On/Off, Mallet, Sticks
Mini Maracas	Maracas - Gourd + Mini	
Monkey Stick	Monkey Stick	
Ocean Drum	Ocean Drum	
Octobans	Octobans	
Oil Drums	Oil Drums	Two mallets and Stick
One Shot Shakers	Orchestral Shakers	
Piatti 1	Piatti Crash Cymbals	Hits and Chokes, Half-Chokes
Piatti 2	Piatti Crash Cymbals	Hits and Chokes, Half-Chokes
Piatti 3	Piatti Crash Cymbals	Hits and Chokes, Half-Chokes
Plastic Pears Shaker	Plastic Pear + Turtle Shell Shakers	
Police Whistle	Whistles - Train + Siren + Slide	
Rain Sticks 1, 2, and 3	Rain Sticks	
Ratchet	Ratchet	
Rihk	Rich	
Roto Toms	Roto Toms	
Samba Whistle	Samba Whistle	Closed, Half Open, Full Open

Instruments	Patch Name	Articulation Settings
Sand Blocks	Sand Blocks	
Seed Rattle Bunches	Ankle + Seed Rattle Shakers	
Shakeres	Shakere	
Shime Daiko 1	Shime Daiko	
Shime Daiko 2	Shime Daiko	
Siren Whistle	Whistles	
Sizzle Cymbal	Suspended Cymbals	Scrapes, Bows, Sticks, Mallets, Cres
Slapstick	Slapstick	
Sleigh Bells	Sleigh Bells	
Slide Whistle	Whistles - Train + Siren + Slide	
Small Cabasa	Cabs	
Small Flower Chimes	Small Flower Charm Chimes	
Small Frame Drum	Frame Drum	
Small Gongs	Gongs + Tam Tam	Bows, Scrapes, Crescendos
Small Log Drum	Log Drum	3 Types of Mallets
Small Metal Can Shakers	Shakers	
Small Suspended Cymbal	Suspended Cymbals	Scrapes, Bows, Sticks, Mallets, Cres
Snaps	Claps and Snaps	
Snare - Concert	Snare - Concert	Snare On/Off, Brushes, Sticks
Snare - Metal	Snare - Metal	Snare On/Off, Brushes, Sticks

Instruments	Patch Name	Articulation Settings
Snare - Picc	Snare - Piccolo	Snare On/Off, Hot Rods, Sticks
Snare - Popcorn	Snare - Popcorn	Snare On/Off, Hot Rods, Sticks
Snare Ensemble	Ensemble - Mids + Highs	
Spring	Springs	
Spring Drum	Spring Drum	
Sticks	Tickies	
Stomps	Stomps	
Subway Buckets	Buckets	
Surdo - Group	Surdos	
Surdo - Metal	Surdos	Sticks, Mallets (with mutes)
Surdo - Wood	Surdos	Sticks, Mallets (with mutes)
Suspended Cymbals	Suspended Cymbals	Scrapes, Bows, Sticks, Mallets, Cres
Taiko - Group	Taikos	
Taiko Low	Taikos	Hard and Soft Sticks
Taiko Mid	Taikos	Hard and Soft Sticks
Talking Drum	Talking Drum	
Tambourika	Tambourika	
Tambourines (Orchestral) 1 and 2	Tambourines	
Tambourines (Pop) 1 and 2	Tambourines	
Temple Blocks	Temple Blocks	Soft and Hard Mallets
Tenor Drum	Snare - Tenor	Mallet, Sticks (snare OFF only)
Tickies	Tickies	

Instruments	Patch Name	Articulation Settings
Timbales	Timbales	
Timpani	Timpani	Soft, Medium and Wood Mallets, Rolls and Cres
Timpani FX	Timpani FX	Mute Hits, Bell Hits, Rubs, Gliss
Tines (Magic Wands)	Tines	
Tongue Drum	Tongue Drum	Open, Mute
Train Whistle	Whistles - Train + Siren + Slide	
Triangles-6 types	Triangles	Small and Large Beater
Tubular Bells	Tubular Bells	
Turtle Shells	Plastic Pear + Turtle Shell Shakers	
Typewriter	Typewriter	
Udu	Udu	
Vented Steel Orb	Vented Steel Orb Shaker	
Vibraphone	Vibraphone	Soft and Hard Mallets, Motor, Bows, Rolls
Vibraslap	Vibraslap	
Washboard	Washboard	
Water Cooler Buckets	Water Jugs	
Water Jar	Water Jars	
Waterphone	Waterphone - Dry	Bows and Strums
Waterphone w/Water	Waterphone - Water	
Whale Drum	Whale Drum	Open, Mute

Instruments	Patch Name	Articulation Settings
Wood Block Alto	Wood Blocks	Rubber, Stick and Plastic Mallets
Wood Block Bass	Wood Blocks	Rubber, Stick and Plastic Mallets
Wood Block Soprano	Wood Blocks	Rubber, Stick and Plastic Mallets
Wood Block Tenor	Wood Blocks	Rubber, Stick and Plastic Mallets
Wooden Asian Chimes 1	Wooden Asian Chimes	
Wooden Asian Chimes 2	Wooden Asian Chimes	
Wooden Asian Chimes 3	Wooden Asian Chimes	
Wooden Cricket	Cricket	
Xylophone	Xylophone	Soft and Hard, Rolls

Enjoy CinePerc!

cinesamples™

CINEPERC

The Original CinePerc Crew

- Produced by: Michael Barry and Michael Patti
- Lead Sample Manager: Sam Estes
- Engineer/Mixer: Dennis Sands
- Lead Percussionist: Devin Kelly
- Associate Producer: Ryeland Allison
- Sample Editing: Michael Hobe
- Demos: Alexander Temple and Sebastian Najand
- Sampling Assistant: Cara Batema
- Recorded at: MGM Scoring Stage, Sony Pictures Studios, CA

The CinePerc 1.2 Update Crew

- Producers: Michael Barry and Michael Patti
- Ensemble Patch Scriptors: Patrick O'Neil and Will Bedford
- Project Coordinator: Tim Starnes
- Sample Mapping and Editing: Jonathan Kranz
- Assistant: Ben Chrisman